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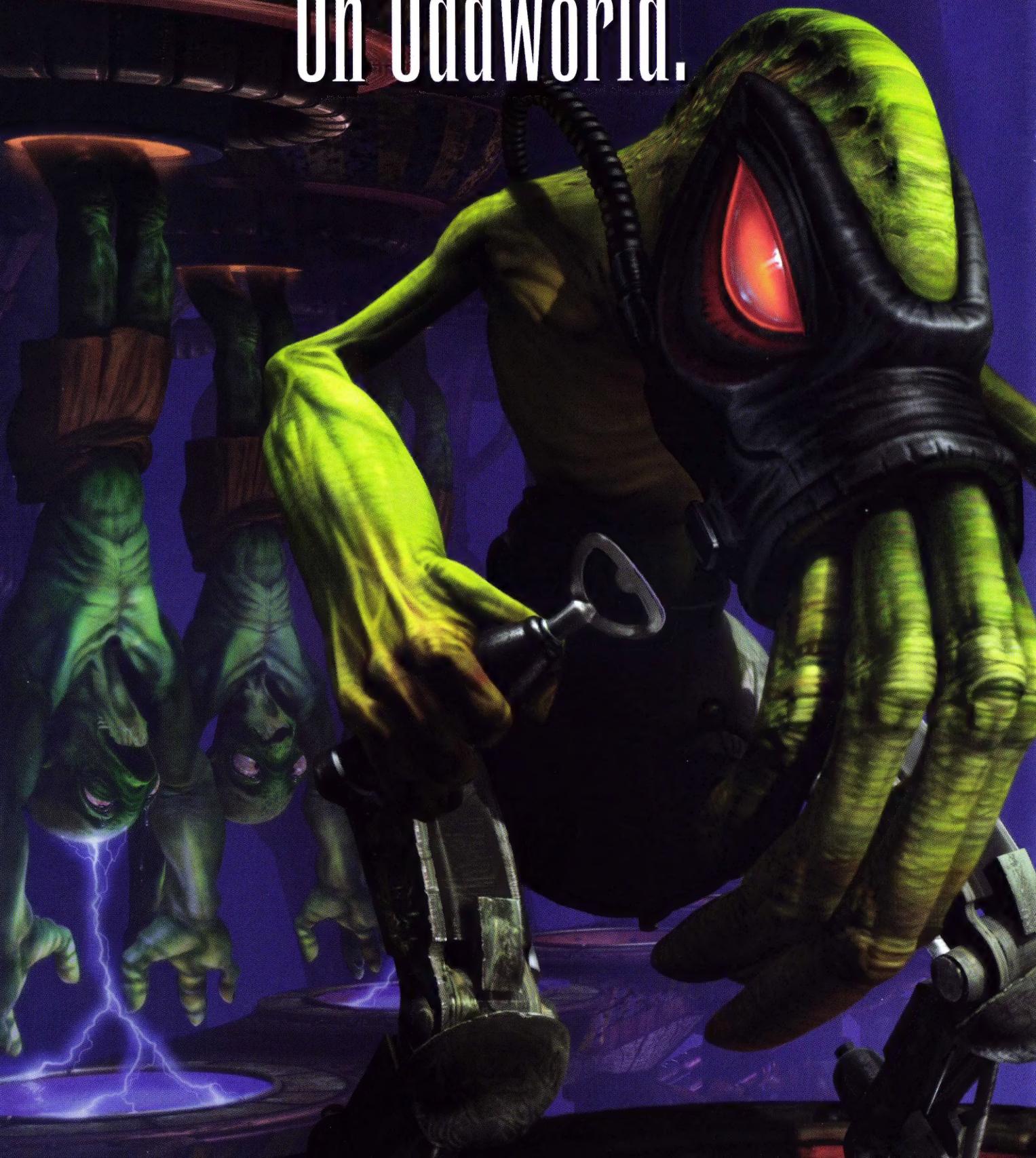
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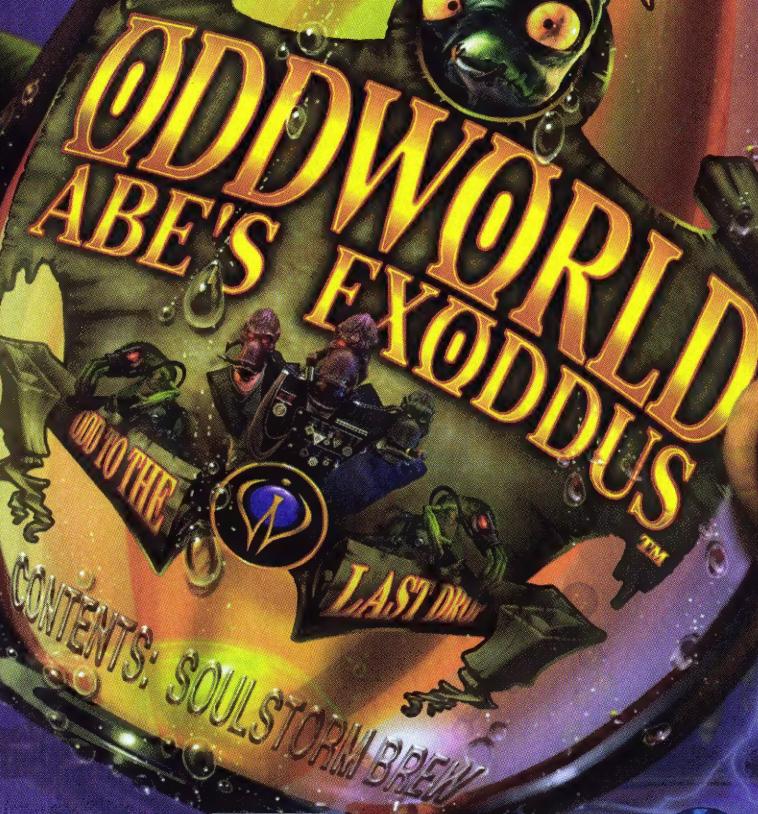
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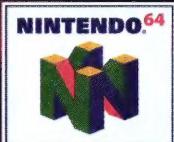


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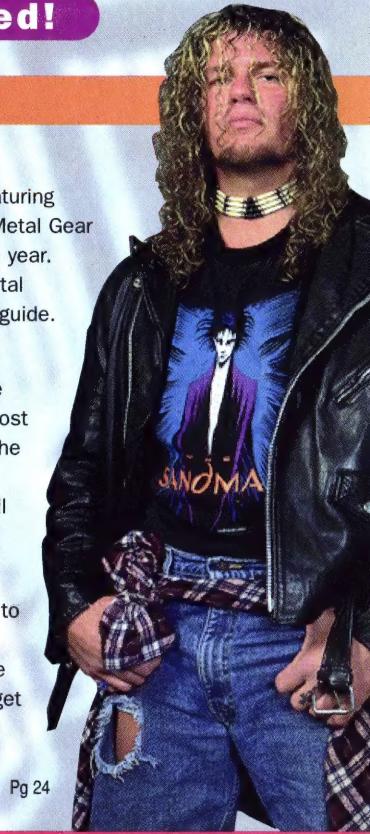
Solid Snake returns in this long-awaited sequel. Featuring amazing real-time movies and two discs of action, Metal Gear Solid could be a shoo-in for PlayStation game of the year. Check out this must-read article on what makes Metal Gear so solid – complete with walkthrough strategy guide.

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Wrestling is one of the most popular "sports" in the United States and has rapidly become one of the most popular video games of the '90s. In celebration of the release of WCW/NWO Revenge, Game Informer sat down and talked to the producer of Revenge, as well as WCW stars Raven and Giant.

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SingleTrac, GT Interactive, and Game Informer want to give you a chance to win a trip to SingleTrac in Salt Lake City, Utah to meet the staff that created Rogue Trip. Besides being showered in gifts, you will also get a chance to work on Rogue Trip 2.



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Nintendo 64

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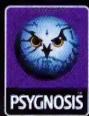
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LETTER FROM THE EDITOR

Is The Future Of Gaming In Jeopardy?

BY ANDREW McNAMARA

During a recent conversation, a colleague brought something interesting to my attention that I thought I should bring to yours. The person I'm speaking of is Jason Rubin, the president of Naughty Dog (a person I'm sure you're familiar with after our Crash Bandicoot feature last month). We were just talking smack, and we brought up the highly acclaimed Metal Gear Solid.

He'd heard this, I'd seen that...but we both brought up the point that Metal Gear is more like a movie than a game. Which isn't necessarily a bad thing (actually it's quite cool), but a complete turnaround from the games of the 80's where gameplay meant everything due to the simple graphics. Which brings us to the point: Is gameplay slowly but surely being replaced by movies?

I realize the idea seems totally ridiculous, but I do think it deserves some thought. For instance, remember the ads of Final Fantasy VII that didn't show a lick of gameplay? I bet there were plenty of people who bought that game thinking that it was an interactive movie

rather than an RPG. Or how about Parasite Eve...the only reason you trudge through that game is to see the movies.

And now there's Metal Gear Solid, which is probably the closest any game has come to being an interactive movie. Now the question is: Are gamers going to flock to this new experience or is it just a fad? I would have to say that the movie experience is here to stay, but it does come with a price. And that price is replay value, because after you've seen the movies once, they aren't quite the same the second time around. Whereas a true "game" like GoldenEye is enjoyable each and every time you play it.

Of course, games like Metal Gear Solid are a welcome addition to the world of video games, and offer us a glimpse at some of the things to come as game machines get more and more powerful. But I think it's important to remember that FMVs do not a game make. And if we don't remember that, we're all doomed to a life of watching, not playing video games.



Andy, The Game Hombre
andy@gameinformer.com

"Whoa! The games just keep coming. Alright, plain and simple: If you are any kind of gamer you must play Tenchu, Metal Gear Solid, Xenogears, WCW/NWO Revenge, and MediEvil. It's that simple. All these games are awesome and you know what the sad thing is? You must play them and beat them all this month before Crash 3, Zelda 64, Turok 2, and Tomb Raider 3 come out. It's just insanity, but you gotta do it. I am."

Robert, The Game Casanova
robert@gameinformer.com

"Man, I remember the 'good old days' when I used to wait six months for something good to play, then playing the game for six more months while waiting for something else to come out. Not anymore. There are at least seven games coming soon that are very high on the buy list of yours truly. If you wanna help me with my crusade, just send some money. About 1 buck from all of ya should do the trick. Just kidding. Don't send money (unless you really want to)."

Jon, The Greedy Gamer
jon@gameinformer.com

"It's back to America's football focal point, Buffalo, for a much-needed vacation. The whole time, I'll just be thinking about Zelda. Reiner's hands were shaking when he got back from Nintendo, then he said, and I quote, 'I don't even like other games anymore.' In the room we had Metal Gear, WCW Revenge, Tomb 3, the FF VIII Demo, Crash 3, a videotape of awesome Sonic Dreamcast footage...but the thunder of Zelda, and news of what awaits, turned everything else into a whisper."

Paul, The Game Professor
paul@gameinformer.com

"What? Are you interrupting my Metal Gear Solid? This game lives up to all the hype, but you probably realized that after seeing this month's cover. Before MGS showed up, I put plenty of time into NHL 99. I still have to show Jon a thing or two about hockey (he's got weak ankles). Lastly, WCW junkies have got to take a look at the new game for N64. With both the WCW and WWF kicking butt on the N64, there's little time for anything else. That is, until we all get Zelda-fied."

Reiner, The Raging Gamer
reiner@gameinformer.com

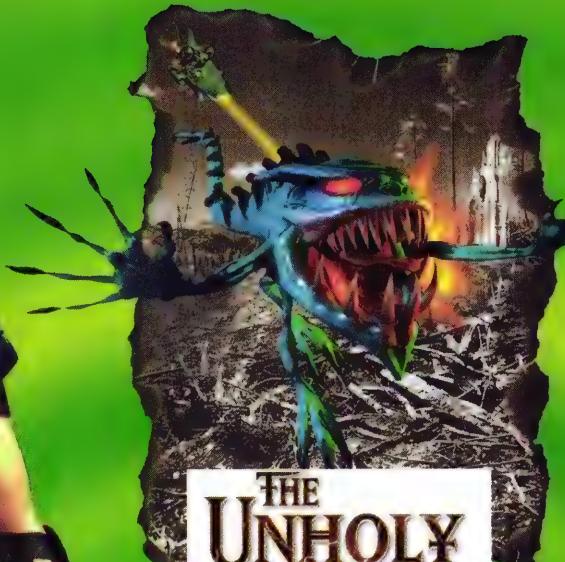
"I have three solid-as-a-snake reasons why cinema won't take over: (1) Most developers don't have the time or cash to put together a production like Metal Gear or Final Fantasy VII, (2) We buy games to play them, not watch them, (3) Digital Pictures already tried the cinema gig and went belly up. Animation, cutscenes, and story breaks are needed in today's gaming, but the most important factor is still the challenge. Which in fact, revolves entirely around gameplay."

Bergen, The Game Burrito
bergren@gameinformer.com

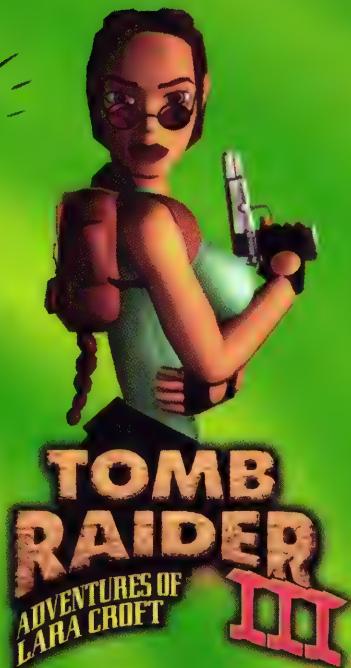
"This month I've been playing a lot of games that rely heavily on the stealth factor. Tenchu for the PlayStation and Commandos for the PC have been keeping me up late at night with addictive and adrenalizing gameplay. In both of these games you have to sneak up behind your victim and finish them off. Then of course, there is Metal Gear Solid. There is so much story and real-time video it will make your head spin. And no one is more elusive than the slippery Solid Snake."



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Letters From Our Readers

GI Hires Grrri Gamer

Vincent is Sexy. But you aren't women, so you probably didn't see that. Do you have any female gamers at GI? If not, why?

Megan Taylor
Columbia, MD

Well, we don't sit around and talk about sexy guy characters, if that's what you mean, but we do respect Vincent for his mysterious connection to the underworld, his powerful morphing ability, and his long-range firearms. And hey, we now have a female gamer at GI! Her name is Rachel, our newest production assistant. You can check out Rachel's work right here in the pages of GI, or in our online preview of Sonic Adventure. Rachel is definitely a gamer. Right now Rachel's games of choice are Tomb Raider 2, Tekken 3, Monster

Rancher, and Gran Turismo (her favorite game of all-time). So Megan, we asked for Rachel's opinion on Vincent. She blushed, and said, "Well, Vincent's OK, but I like Frog in Chrono Trigger better. He's so polite, and says things like 'Methinks' and 'My Lady.' He's a true gentleman."



I Love the Spice Girls

Hey, I've read the mag since it came out and I have the first issue with the jacked up overalls. Anyway, it's the best gaming magazine around. Now to the question. What the heck is up with the stupid Spice Girls? How the heck did they get their own *\$%#-up game? PaRappa was great, but what the heck is this PaPosha, PaSportsa, PaScara, and PaBaba? If they can get a game then give Rage Against the Machine their own game. They're a million times better anyway!

Tom Morgan
La Grange, IL

Maybe if Rage was a group of hot women in jacked-up skirts with no talent, they'd have a game. Alas, it cannot be. But what could a Rage game be like? Hmm...[begin ominous music, as the camera pans to a sweeping post-apocalyptic landscape] Suddenly, in from the distance rides Rage, determined to bring swift justice to the governmental machine, and basically just kick butt. As the desert sands blast their leather-bacon faces, as the host of government forces and record companies try hopelessly to beat back their attack, Rage finally prevails, and reaches the capitol city. As they ride through the dusty corridors of a once-proud civilization, maiming every jack-booted government official, destroying every mark of steadfast dictatorship, razing each bastion of bubble-gum pop Spice-mania, Rage meets the ultimate challenge. Their weapon, a high-watt sonic amplifier that consumes the minds of enemies; their mission, to capture the government's earth-radio site, and spare the world from Spice; the result, worldwide peace. The name of this game is...Know Your Enemies!

The Workin' Man's Hero

My favorite wrestler is Diamond Dallas Page. I feel that Diamond is the working man's wrestler. Dallas fought for years to make a name for himself, before he finally did it. Dallas gives it his all when he performs, regardless of several injuries.

Jeffrey Newey
webtv.net

Sure, DDP is a blue-collar wrestler, and we admire anyone who competes through pain, but is he truly the best? No way. We put the question to the GI staff. So wrestling fans listen up, here's GI's all-time favorite wrestlers. Remember everyone, wrestling is a Minnesota tradition. Bergren lived down the street from Verne and Greg Gagne, and Sergeant Slaughter graduated from his high school. Paul Anderson is an AWA enthusiast, with a remarkable knowledge of the sport's history. Jesse "The Body" Ventura is running for Minnesota governor. We could go on...but anyway, Bergren and Paul both say the best wrestler ever is Verne Gagne, one of the men who started it all. Robert likes Jake The Snake Roberts, creator of the DDT. Andy's favorite is the entire Von Erich family. Jon says it's Ric Flair, the George Blanda of wrestling and winner of the most championships in history. Reiner likes Sting, both red, white, and yellow versions. We say any of these guys could wipe DDP, but then again, most of today's wrestlers are softies.



What Does That Mean?

This is kind of embarrassing. Once in a while, you write some abbreviation that I don't understand. For example, I just figured out that AI stands for artificial intelligence. I'm still not absolutely sure what it is, but I have a good idea. Another example is VMS, and API, and stuff like that. I really feel dumb asking this, but maybe other people don't know either. Could you make some sort of key telling what these letters mean or something? I'm totally clueless and it would make my reading much more understandable, making it more fun to read.

Eric Weber
Alexandria, VA

Thanks for the wake-up call Eric. Would readers like to see a 2-page glossary of tech and new gaming terms in an upcoming issue? Let us know. Now Eric, to start, AI (artificial intelligence) is how the computer thinks. The smarter the computer, the "tougher" and more complex the AI. VMS (Virtual Memory System) is for Sega's new Dreamcast; it acts as a memory card, but with a screen to play minigames. API (application program interface) is programmer geek-speak, but an API is basically a toolbox that helps in using specific applications, kind of like a personal kit of shortcuts. PDA (personal digital assistant) is a generic term used to describe small handheld computers; but in gaming, PDAs are small minigames, like Tamagotchi or Pocket Pikachu. (Sega's VMS is a type of PDA.) CG (computer-generated) means graphics and animation done by computer. Many games have CG sequences between levels. FMV (full-motion video) is a little different, since it can be live-action video. Final Fantasy VII included CG; the opening to PlayStation sports games is usually live-action FMV (video). Lastly, GI (Game Informer) is a specific term describing America's coolest video game magazine!

Listen All Ya'll

Please don't print anymore "HICK LETTERS." They're hard to read. It makes me feel stupid when I read a letter where a person writes ya'll or thinks you guys make video games. The next time you consider printing a letter like that, could you please change it?

Mike Ohrum
New Kingstown, PA

It must be grand up there in Kingstown where everyone speaks the king's English. But we're sorry to inform you that we do not change regional dialects in letters. Ya'll is not a hick term, as you describe. Is a district attorney from Atlanta who uses ya'll in casual conversation a hick? What exactly do you mean by hick? Robert grew up in

Will Cool Boarders 3 Be Good?

Cool Boarders 2 had a gauge that built up and stayed full. Why in Cool Boarders 3 are they going to show the bar in the game? Not only that, but why have it fill and go back down? That's plain stupid. Also you said, "slower and less responsive." Cool Boarders 1: Had good graphics but not a lot of courses. Link Cable fun. Cool Boarders 2: Had worse graphics but more courses. Link Cable fun. Cool Boarders 3: Will be better graphics, more courses, hopefully Link cable. But I'm sure those idiots (Idol Minds: What a great name, eh? Shows they don't think much) will completely screw up what made it fun. Why did they take it from UEP Systems and give it to unknowns? Just a thought.

Immortal
via net.au

Man, we're just about fed up with 989 ruining our favorite games. Cool Boarders 3 is the perfect example, but 989 studios didn't "take" UEP systems off the project; instead, UEP Systems sold all rights to the game because it wanted to branch off and do something totally different. We also wouldn't call Idol Minds "unknowns." The company was started by programmers from Sony. The people at Idol Minds brought us Extreme Games and Rally Cross. However, we are definitely not too stoked on CB3, so we still play the heck out of CB2 (even with CB3 in the office). Then, the other titles: Twisted Metal 3, Rally Cross 2, Jet Moto 3, War Hawk 2. Twisted Metal 3 looks good, but the gameplay needs a lot (and we mean a lot) of tweaking. Why oh why would a developer try "true" and "realistic" physics for an insane vehicular combat game? Rally Cross 2 is probably the most promising of the group, and we haven't seen Jet Moto 3. We're still waiting for WarHawk 2, but without SingleTrac, our hopes aren't high for that one either.

Arkansas and Texas and says ya'll around the office. Andy is from Texas. Jon grew up around dairy farms and lived down south for years. Are they hicks? Before you berate "ya'll," a little language knowledge might be helpful. English is one of the only modern languages that doesn't include a plural form of "you." In English, there is no way to differentiate address between "you" (speaking to one person) and "you" speaking to a group of 1,000 people. The "you" problem in English creates so many hassles in writing and conversation, that the southern dialect simply gets around it by using "you all" as a you/plural form. But that was kind of lame how the guy in the letter thought we made games.

Envelope Art

November Winner

Amelia Hernandez L.A., CA

The Planet of GI

This is my second letter to you guys and I am proud to be a subscriber to your magazine. I also have some questions concerning the E3 show that you showed in your August issue. (1) Is Brave Fencer Musashi really coming to the Nintendo 64? I thought that Square Soft broke off all deals with Nintendo. (2) Is Paul related to one of the Apes on the Planet of the Apes?

Robert Hubbs
usa.net

The Brave Fencer preview was a misprint. Sorry about that. Brave Fencer Musashi is coming to PlayStation only, not Nintendo 64. And now onto question 2. You don't know how right you are. While Paul claims no direct lineage to any of the Apes, he traces his reviewer name to Dr. Zaius. When Paul felt he needed to change his reviewer name, a deep period of soul searching took place. Paul slept in the woods, talked to bats, danced with butterflies, and consulted with his very own pet



gibbon. The gibbon, named Todd, told Paul the tale of Dr. Zaius, who was "a revered scholar, a man of sound mind and principle, a minister of science, and a true student of the world." Paul took the advice, and the teachings, of Dr. Zaius to heart. He thought long and hard. Finally he made a decision. He asked his wife's permission, and Paul, The Pro Player changed his name to Paul, The Game Professor, in homage to Dr. Zaius and the fruits of scholarly pursuit, or maybe it was that dude on Gilligan's Island. [July '96, -ed.]

Your Play To Perfections Are Weak

I am very disappointed in your lack of effort on your "Play to Perfections." I know what you have to go through (I created a strategy guide to Destiny of an Emporer myself), but come on! You guys leave out every detail that doesn't have to be in. In your Gex: Enter the Gecko strategy, you don't explain the secrets very well. Even after reading "Lava Dabba Do," I still can't get the lost Gex tape! Also, your Crash Bandicoot strategy is not thorough at all. You skip some of the hidden boxes and don't help people with tough sections. And in your FFVII strategy, you give no help with bosses, or even tell people where some cool materia is! There are also many mistakes in your Crash and FFVII strategy. How can you print mistakes? Didn't you guys play through the game? Maybe it's because of limited magazine space. It could also be that you're too lazy. Most of the stuff you cover can be figured out anyway! We need help on the stuff that can't be figured out so easy. You guys are lame.

My subscription ran out anyway and I'm glad!

Cody Miller
hotmail.com

Hey Cody, sounds like your gaming kung-fu is very weak. Sure, some of our strategy guides have mistakes, and most of the time it's because the company changes the game in the last weeks of testing. But overall, we feel our guides are thorough, and quite helpful. We could wait until two months after the game is out to print our strategy guides, but we like to be more timely, especially on cover stories. Do most magazines give a walkthrough with every cover? We like to leave some things up to the players too. What fun is a hand-in-hand, every stone, boulder, tree, and blade-of-grass walkthrough? If you're having such a hard time with games, maybe you should invest in an official guide that walks you through hand-in-hand, or a GameShark, to help you cheat. Does our Spyro guide suck? Our Banjo guide (which Rare links to from its website)? Our Rogue Trip guide? Our Tekken 3 FAQ? Good-bye!

Who Stands Corrected?

I totally disagree in your August GI on your Saturn review on page 58! Yuji Naka didn't fail to deliver a Sonic! What the heck do you mean? Sonic R and Sonic 3D Blast are wonderful games and they are on the Saturn system! And I have all the Saturn games and Burning Rangers is more like a bottom line of 9.5 not a 7.5!!

Redding Dude
hotmail.com

Apparently, this is official "Rip On GI" month. Well, Redding Dude, Yuji

Naka did not make Sonic R or Sonic 3D Blast. So YOU stand corrected. Sonic R is OK, but 3D Blast is a pile of junk. If Naka had done either game, you can be sure they would have been a heap better. Yuji Naka failed to produce a Saturn Sonic game, and it's one of the reasons the platform failed. Burning Rangers was good, and Robert, resident Sega freak, says, "Maybe 8...maybe, but Nights was way better. Burning Rangers was just too short."



Lara is best known for her bouncy personality.



Megan Taylor Columbia, MD
Ranma is both beautiful and deadly.



Cindy Chan Fremont, CA
We just wanna say...girl gamers rule!!!



Fred Bonnes Huron, SD
Give Mario a fireflower and he thinks he's Donkey Kong



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cut your umbilical cord to mother earth

streak

hoverboard racing



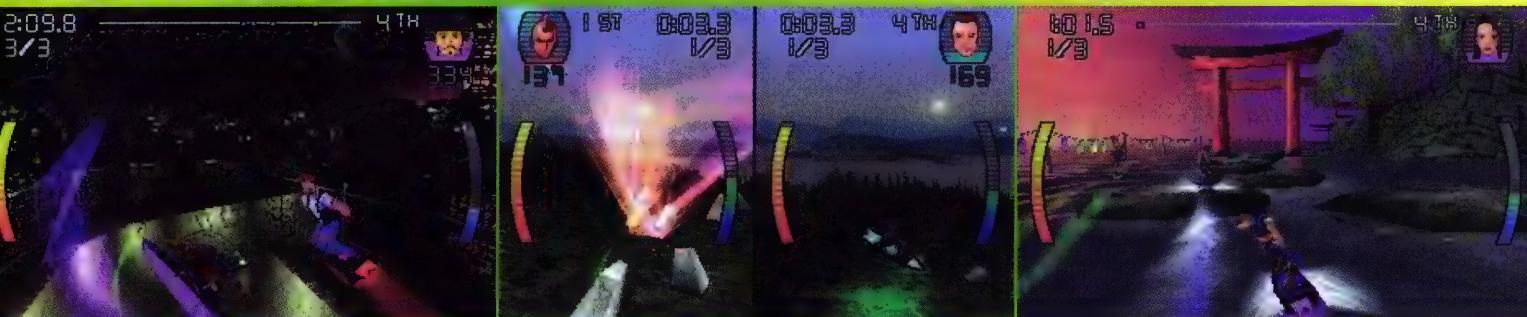
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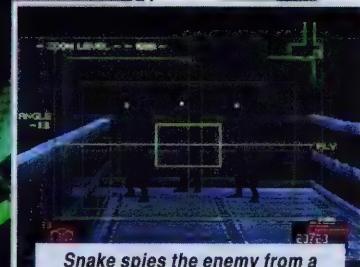
REUNION OF THE SNAKES

"The graphics and cutscenes in Metal Gear Solid are some of the best yet on the PlayStation. Not only do they pull you into the story, but you really get to know all the characters and look forward to the next time you will meet. And for once, the voice-overs in a game are actually impressive. They add a lot of personality and humor to the game. As far as the gameplay is concerned, I would have liked the levels to be bigger (I felt like I watched more than I played), but the boss encounters are ingenious and the gadgets and gimmicks are fantastic. I especially liked the use of the vibration in a number of areas (so make sure you play this one with a Dual Shock). Overall, this is a great PlayStation title that should be a part of your collection."

ANDY
THE GAME HOMBRE

Concept	9
Graphics	9.75
Sound	9.75
Playability	8.75
Entertainment	9.25

9.25
OVERALL



Snake spies the enemy from a distance.

Snake rappels down the side of a building.



One Boss pilots a Hind helicopter.

An early test of marksmanship.



Ouch!!



He's like a bug zapper, so stay back.



Can you stand the pain?

PAUL
THE GAME PROFESSOR

Concept	9.75
Graphics	9.75
Sound	9.5
Playability	8.75
Entertainment	9.75

9.5
OVERALL

REINER
THE RAGING GAMER

Concept	8.75
Graphics	9.75
Sound	9
Playability	8
Entertainment	9

9
OVERALL

"There's no doubt about it, Metal Gear is a stunning title that features awesome graphics and amazing moments in the story that you will remember for a lifetime. But what the heck happened to the engrossing gameplay? It's nowhere to be found. The stealth aspect is cool as all heck, as are the mission objectives, but the combat absolutely blows. All the fights turn into you standing toe-to-toe with the enemy. And get this, you can't even run and shoot. You have to be planted to attack. What? Still, even with lame combat I say that Metal Gear is worth the bucks simply because it will blow your mind with visuals and content. If you are seeking a game with tons of play, then look elsewhere."



PlayStation Cover Story

THE HYPE

For followers of the video game industry, asking what Metal Gear Solid is would be like Ken Venturi pondering, "Tiger Woods who?" The buzz around this game has been gaining momentum for well over a year. When Konami first unveiled Metal Gear Solid to the press at the 1997 E3, the response was overwhelming. After a videotape of the game was played before about 50 journalists, the crowd gave it a standing ovation.

At the 1998 Expo it was much the same, but this time it wasn't a video. Both Sony and Konami devoted dozens of stations to this game for the public to play, and it was always packed with people wanting to get in their licks. This was a sad sight, as even members of the gaming press were forced to wait in line for a hands-on experience.

So what's the big deal exactly? Solid Snake, Metal Gear's hero, has been missing-in-action since his two appearances on the NES, but his reputation as a master of tactical espionage has helped keep Metal Gear Solid at the top of Christmas lists everywhere.

THE STORY

A team player, Solid Snake is not. Although a few people offer Snake advice, he prefers to work alone. Six members of the prestigious FOX-HOUND special forces team (along with a small army) have rebelled, led by Snake's rival, Liquid Snake. To foil their plot, Solid Snake must infiltrate a military base in Alaska occupied by Liquid and his band of mercenaries. Taking a page from Duran Duran, the game becomes a re-union of the snakes for Liquid and Solid.

As usual, Liquid is out to destroy the world and it's up to Solid Snake to stop him. While this plot is neither original nor spectacular, the way director Hideo Kojima tells it is. One of the tools Kojima employs is character development. Using a 100,000 word script and a movie's worth of cinematics, a slew of characters act out their lives before you. Beginning with Metal Gear Solid's opening scene, you'll have the sensation of being in a large dark room with a sticky floor....

THE GAME

There is, however, a game beneath the hype and extensive cutscenes. Along with a tight control and dozens of weapons and items, Metal Gear contains bosses, subquests, minigames, and even some wacky gimmicks.

Guiding Snake through the environments feels like second nature, and when you want to press his back up against a wall, you'll find he sticks like glue but can still shimmy against most any surface. Subquests like searching for a sniper rifle and minigames like rappelling down a tall tower lend variety to Metal Gear. And the gimmicks used with the Dual Shock function – like feeling your heart beat while trying to take down a boss with the sniper rifle – will sometimes make you curse and sometimes make you grin with delight. While not everyone will think this is the greatest game of all-time, Metal Gear is an experience like no other. One that should not be missed.



The old "hide in the box" trick.



Liquid fights dirty.

- Size: 2 CD-ROMs
- Style: 1-Player Action/Adventure
- Special Features: Hand-To-Hand & Weapon-Based Combat; Snake Cam; Real-Time Cutscenes; Bosses; Sneak Suit With Radar; Dual Shock & Analog Compatible; 4 Difficulty Levels; Save Anywhere (Almost); Directed by Hideo Kojima
- Replay Value: Moderately Low
- Created by: Konami
- Available: October 25 for PlayStation

Bottom Line: 9.25



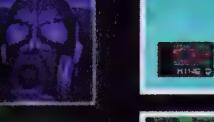
The Codec allows Snake to keep in contact with others.



Yet another falls victim to the Stinger.



Screaming Metal.



These are six members of FOX-HOUND.

Play to Perfection



a game monger's
strategy guide

WARNING:

This guide reveals elements of the game you may want to discover by yourself, thereby possibly reducing your enjoyment of the game.
USE AT YOUR OWN RISK!!

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

BASIC TRAINING

USE THE TRAINING MODE

While not necessary, the Training mode will help you become acquainted with the control. Plus, after you beat the Training mode, a Time Attack mode is unlocked, followed by a Gun Shooting mode, a Survival mode, and a Tech mode.

AVOID ENCOUNTERS

Sure, Solid Snake is one bad dude, but he's just one guy. Therefore, it usually serves you better to avoid an enemy who can always get help from his comrades.

RECHECK ROOMS

There are a couple of good reasons to check areas you've already visited: (1) as you acquire more security cards, rooms that once were off-limits become accessible, and (2) some of the best-hidden power-ups regenerate when you return to an area.

USE THE RADAR

Only available in the Easy and Normal difficulty settings, the radar is your most valuable friend. Not only does it tell you where enemies and security cameras are, it displays their lines of sight. Note: Some security cameras are equipped with machine guns.

CODEC

If you're having trouble and need advice on anything, call someone on the Codec. More often than not, you will get the advice you need.

THE CARDBOARD BOX

Cardboard boxes are great for hiding from guards, especially in large rooms without a lot of cover. When a guard sees the box you are hiding in he'll investigate it, but if you remain quiet and don't move, he'll often leave you alone.

NECK BREAKING

With no weapon activated, Snake can break an enemy's neck. Hit the attack button and tap it repeatedly until the baddie goes limp. Unfortunately, this attack can attract the attention of other guards, but if perfected, it can result in a power-up. While not always practical, the attack is very satisfying.

SHAKING PURSUIT

Once enemies discover you, it can be hard to shake them. However, if you can enter an area that causes the game to load, you can immediately return and the coast will be clear.



WEAPONS

SOCOM – The easiest gun to aim, plus it can later be fitted with a Suppressor.

FA-SAM – When necessary, this assault rifle is great for taking on a small group.

Sniper Rifle (PSG1) – From a distance, no gun comes close. Awesome with the Dual Shock.

Nikita – This is a rocket launcher with remote-controlled missiles. You can even watch them fly in the first-person.

Stinger – This is the most powerful weapon in the game. Pull this baby out when facing the most extreme and troublesome enemies.

Stun Grenade – Although they don't cause lasting damage, Snake is immune to the effects of a stun grenade.

Chaff Grenade – Chaffs disrupt electronics when they detonate. Weapons systems and surveillance equipment become temporarily disabled.

Grenade – Goes boom when the timer expires.

C4 – Goes boom when you hit the ● button.

EQUIPMENT

Ration – When health gets low, bite into one of these to replenish it.

Scope – Not only does it give you a close-up, but it also has a zoom function.

Thermal Goggles – Very useful for avoiding infrared sensors and hard-to-see enemies.

Night Vision Goggles – Duh!

Cardboard Box – An incredibly useful tool for hiding from dense guards.

Level Card – Necessary for opening various secured doors. Must be equipped to be used.

Cigarettes – Allow you to see infrared beams, but they slowly deplete health.

Mine Detector – When equipped, mines appear on the radar screen.

Gas Mask – When poison gas is in the air, this mask slows down your oxygen depletion.

Diazepam – Stops the shakes. Priceless when trying to steady a shot with the sniper rifle.

Medicine – If you start sneezing, take a dose of this to quiet down.

Body Armor – Reduces damage caused by bullets when equipped.

Suppressor – Silences the Socom gun.

THE GUIDE

PlayStation
Cover Story

THE DOCK

1

First, go down the stairs that lead back into the water. Behind the large crate is a Ration. Re-emerge from the water and crawl under the large metal unit. Run across to the wall directly in front of you. Follow the leftmost corridor and use the large crate ahead to hide from the guards. By hiding on the north side of the crate, you will never be discovered. You are near the elevator, but unless you have seen the cutscene that shows the elevator descending, you cannot ride it. Therefore, try to move to the forklift in the northeast corner before the elevator comes, because it also delivers a third guard. Grab the Ration, and run into the elevator as soon as possible.

HOUDINI FILE #1

If you ever get busted here, dive back in the water and wait it out.



TANK HANGAR

3

Congratulations, you're inside the base. You can look through the vent grates using the first-person view. Keep crawling until you see the clear opening. Drop down the opening if you don't need the Rations in front of you. There are Chaff Grenades to your left, but the elevator you seek is down below. To reach it, follow the catwalk around to the other side. But first, there is a room on the west side, right after the first camera, containing some Thermal Goggles in the southeast corner. Get them. Follow the catwalk around and go down the stairs. The elevator is located in the northwest corner, directly behind you as you get off the stairs. Open the elevator, slip inside, and select floor B1 to find the DARPA chief.

HOUDINI FILE #2

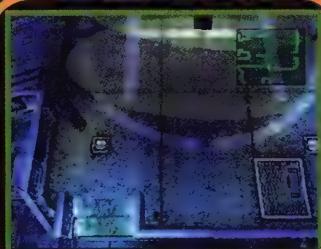
If you get in trouble, climb the ladder on the catwalk to gain safety and a fresh start.



ACCESS

2

To gain access to the main building, you must crawl into one of two air vents. One is in the northeast, and another due north, one story up on a catwalk. We will use the latter. Walk up to the helicopter pad being careful not to step into the search lights.



CELL

4

When you get off the elevator head south down the hall, then east. You'll see a ladder that will get you back to the vents. But first, crouch and enter the lower vent in the east wall for some Rations. Go up the ladder. Take your first left for some SOCOM bullets. Go back the way you came and continue on. The DARPA chief is beneath the last vent. Drop down and enjoy a cutscene. There is a Ration beneath the bed. Equip the SOCOM, head out of the room, and get ready for a showdown. After you kill the guards, get back in the elevator and head to B2.

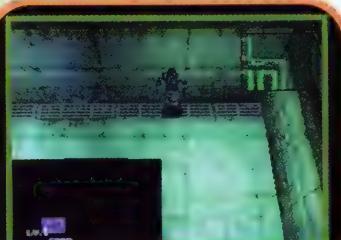


Is that a woman...

ARMORY

5

Watch out for trapdoors. By running, you can usually avoid them. Select your Level 1 Card and access all of the Level 1 rooms for more power-ups. Then, use the C4 to blast apart the recently laid cement. To tap the wall, put your back flat against the wall and hit the action button. One of these exits is located in the southwest corner on the west wall. Another is near the northeast corner on the north wall. A third is in the northwest corner on the north wall. Once you've blasted through the cement, go collect additional power-ups. Enter the two north rooms first for some more goods. Next, take the south opening to the next area. The next blast zone is on the east wall, about two-thirds of the way down. In the passage you just opened up, there are two more holes to blast open that you should be able to find. It is not necessary to go in the east opening at this point.



BOSS MAN: REVOLVER OCELOT

6

Through the north wall you will find President Baker and the first boss, Revolver. Simply chase Revolver around in a circle and shoot him when you get the chance. When you run out of bullets, more will appear in the northwest corner. After you defeat Revolver, you will acquire a Computer Disc and the Level 2 Card from Baker.



BOSS MAN: RAVEN

8

Use a Chaff Grenade to jam the tank's weapons sensor and then charge the tank with your regular Grenades in hand. While avoiding machine-gun fire, get close enough to throw a few Grenades atop the tank. If you stay close to the tank, you shouldn't need to use another Chaff Grenade. After destroying the tank, you'll receive the Level 3 Card.



NUCLEAR BUILDING

9

There is a Ration down the left walkway. Head down the large ramp and crawl under the large door. Use the box to move about the large room undetected. There is a slew of various Grenades and ammo in this room. Both staircases lead to the elevator. Once in the elevator, go to B1. On B1, head into the Control Room to the south. In the northeast office is a remote-controlled missile launcher called Nikita. Get it along with the extra missiles and go down to floor B2. Once there, go through the only door possible. Fire the Nikita while standing before the electrified walkway. Guide the missile down the hall and to the left, then back to the north again. Continue to steer it through a small doorway on the left and then bank the missile back to the right. In the last room is the power supply that you need to blow up. Once you've taken care of that, replenish your oxygen. Now run down the hall, with your Level 3 Card activated, and slip into the third room on the right. In here is the Gas Mask. Grab the mask and head back for more oxygen. Put the mask on and follow the same path that the Nikita missile flew to get all sorts of goods including a Ration. Watch your oxygen. Once you've gotten all the booty you want, get more oxygen. Next, head back down the hall, but this time head east and enter the door at the end of the hall. Go through two more doors until you emerge in a large corridor. Follow the corridor until you reach the lab. In here you will find the engineer...and the Ninja.



DTACON

11

After getting the lowdown from Emmerich, you discover Meryl is in trouble. Talk with Campbell and then go back through the gas-filled hallway. Here, two rooms require the Level 4 Card. The Night Vision Goggles are in the northwest room. Next, go up to B1. On B1 go back into the Control Room. The first guard you see should be Meryl. Follow her into the east bathroom. After talking with Meryl, she'll give you the Level 5 Card. Go back into the Control Center once more and get the Diazepam in the southwest office. There is another set of Night Vision Goggles in the northwest office. Also, there is a Ration in the southeast office. When finished, leave the Control Room and head up the north hallway and through the door into the Commander Room.



BOSS MAN: PSYCHO MANTIS

12

Mantis takes control of Meryl's mind so you will need to knock her out with a Stun Grenade. That done, you can focus on this latest freak boss. The problem is, he can read your mind and avoid your fire. Do you know how to stop him from reading your mind? You don't? It's so obvious, how could you miss it? Switch your controller from port #1 to #2, and Mantis will no longer be able to read it. When Mantis disappears, equip your Thermal Goggles to see him. To kill Mantis, keep moving and dodge whatever he hurls at you. When you get an opening, get close enough to shoot him until he starts tossing furniture again. Once again, Mantis will take control of Meryl, so throw Stun Grenades at her until she stays down for good. Continue dodging flying objects and finish off Mantis.



PlayStation Cover Story

BOSS MAN: NINJA

10

Instead of a weapon, use your bare knuckles. Avoid his combos and then hit him three times before retreating. After a while he'll turn his camouflage on. If you have trouble seeing him, turn on your Thermal Goggles and continue on in the same fashion. After a while, he'll turn his camo off again, but this time he uses another technique. If you let him get close, he'll begin to disappear and reappear two to four times in your vicinity and then try to land a hit. If you can avoid the hit, you can land a combo of your own before he disappears. After a while, he'll freak out and be enveloped in a blue ball of energy. Avoid the energy ball, equip a gun, and shoot him until he's defeated.



CAVES

15

THE RIFLE

14

Meryl takes the lead and you can catch up to her at your leisure, but you won't want to dawdle too much. There is a Ration at the east end of the path. Then, walk through the cut in the stone wall that leads northwest. Crouch and crawl into the next area. There are dogs in this area so you must keep moving. Ignore all the power-ups for now. Once you emerge, run north until you see a large puddle, then go right. At the next "T" head south. When you hit the next wall, drop down and crawl east into an opening. Here you will see that Meryl has gotten to know the dogs. Now the dogs like you too, so go back into the caves and look for power-ups. When you crawl back out, keep crawling to your left to access a room with said power-ups including a Ration and the Diazepam. The rest are easy to find. Now go back to Meryl and enter the large door. Follow her path past the mines and then watch her get shot. Don't try to save her now. Instead, head back to the Armory via the Tank Hangar to find the Sniper Rifle and Camera. Be careful, the dogs don't like you anymore.



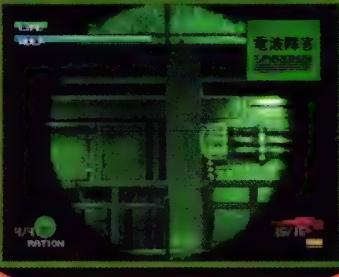
On your way through the Nuclear Building, be sure to pass through the Control Room for more goods. Once out of the Nuclear Building, be careful crossing the minefield, there are more mines plus machine guns. Moving down the west side is your best bet. Once in the Tank Hangar, go back to floor B2 and the Armory containing the six smaller rooms. The Sniper Rifle is in the top-left room. If you want the Camera, head through the south door that can now be opened with the Level 5 Card. Enter it. Look familiar? Walk to the south exit and enter the next corridor. Now is the time to walk into the east entry that you blew up a while back. There is a Camera behind the last door on the right. Now, quit slackin' and go save Meryl!



BOSS LADY: SNIPER WOLF

15

Activate the Sniper Rifle before entering the corridor where Meryl was shot. Also, use the Diazepam to keep the controller from shaking while you shoot. Once in the corridor, run back and forth in the opening to avoid Sniper Wolf's fire, but don't venture where the corridor narrows because then you are an even easier target. Before you equip the rifle, make sure you are facing directly in Sniper Wolf's direction or you won't have enough time to line up a shot. When lining up your shot, don't stay in one place too long or she'll get a bead on you. Once you beat her, immediately save your game. Then, go north up the corridor, grabbing power-ups along the way (don't forget to check upstairs). Then, head for the door in the northeast corner. Uh oh! You're busted. Get ready for the torture chamber.



TORTURE CHAMBER

16

This is pretty straightforward. Tap the button as fast as you can. Right after each jolt ends, be sure to keep tapping, as it adds much-needed health to your lifebar. DO NOT SUBMIT. (Submitting to the torture later results in an alternate ending that reveals two juicy facts: the identity of Meryl's father and Snake's real name. Instead, save your game so that after you beat the game the first time, you can go back and beat it again and submit to the torture). After the first session, you are taken to a holding cell. Save again because you might be taken back for more torture. After you talk with Campbell and Naomi, call Otacon for help. After the second session, the soldier guarding your cell briefly leaves you unattended. Otacon will show up with some presents, including a Level 6 Card, but will leave when he hears the guard returning.

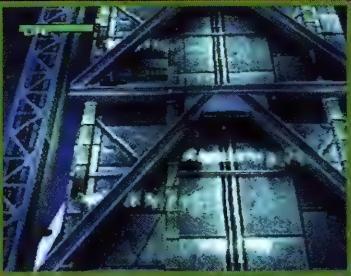


You may have to endure more torturous button mashing, but it is possible to escape after the second torture session with Ocelot. We experimented with two methods. One is to simply hide under the bed after the guard leaves. When the guard returns and enters the cell to investigate, crawl out from under the bed and break his stinkin' neck. Otherwise, you can equip the ketchup bottle Otacon gave you, lie down, hit a button, and the ketchup will spread out like blood to fool the guard into coming to check on you. Like before, break his stinkin' neck. Grab the Ration outside of the cell and head into the torture room. Grab the big box holding all your stuff and throw a Chaff Grenade to exit beneath the security camera. In the next room is the Tank Hangar elevator. Note the newly installed machine guns. If you are in need of ammo and supplies, you can find more power-ups on both B1 and B2, but otherwise head up to the first floor and exit the Tank Hangar by the north door. Head for the Nuclear Building. While passing through, enter the Control Room on B1 for more goods. In the middle office on the west side, you will find some Cold Medicine. Grab it. Also, below on B2 is some Body Armor in the southern-most office in the west hall. Now, leave the building, go through the caves, and enter the door where Sniper Wolf originally captured you.



THE ROOF, THE ROOF IS ON FIRE

Once on the roof, you'll see another door in the distance, but before you can get to it, Liquid Snake appears in his Hind helicopter. Go to the edge of the building and use the Rope you recently acquired. From here you must rappel down the building while avoiding Liquid's machine-gun fire, as well as the steam vents on the side of the building. Once you reach the bottom you'll see the door that was frozen shut from inside (see Command Tower above). Grab the Ration and the C4 and then blow up the door. Now you can open it, but first note the bridge. Do not even try to cross it yet. There are three guards across it waiting to shoot you. If you want, go back down the stairs and get the Ration and any more of the goods you need. Take the stairs back up to the door. Now, take out the three guards across the bridge with the Nikita and then run across the bridge with the Level 6 Card activated. Liquid will appear again in the helicopter, but don't stop and stare; keep on truckin' until you reach the door, making sure not to miss the Ration. Hello Stinger Missile Launcher. Now head up to the roof of this tower to take on Liquid. The elevator is busted and the stairs have crumbled below and are barricaded above. However, after you meet with Otacon, the barricade blocking your ascent has been moved. Once on the roof the battle with Liquid begins. Note: You may have to walk all the way down the stairs to get Otacon to come.



COMMAND TOWER

Follow the corridor until you reach the door. Before you open it, equip your Stun Grenade. Go through the door, chuck the Grenade at the guards, and grab the Rope power-up. Now, run up the stairs as fast as you can. Throw more Stun Grenade as needed, but punching and kicking can also be effective in turning back your pursuers. You'll come to a door, but even with the Level 6 Card, you won't be able to open it. Keep going up until you reach a ladder that leads to the roof.



BOSS MAN: LIQUID HIND

Avoid Liquid Snake's machine-gun fire and then move in to shoot. When firing the Stinger, get as close to the rail as possible. You can track Liquid's movements on the radar by the small red dot. When he starts circling the tower beneath you, follow him around until he makes his move (the blades suddenly get much louder), then turn on the sights and fire before he begins to shoot. Choose your shot wisely and after you hit him once, take cover. After you blow up the Hind, descend the stairs until you reach the elevator. Hop in and hit floor 1. Talk to Otacon and then get ready for a fight.



BOSS LADY: SNIPER WOLF 2

21

UNDERGROUND MAINTENANCE BASE

22

Once you're on the snowfield, walk straight ahead until you come to a stop. Pretty funny, huh? After the dialogue, run to the southeast corner near the Ration power-up. Matching her sniper skills can be difficult, so the easy thing to do is fire the Nikita. Aim left and guide the missile toward the northwest and find where Sniper Wolf is hiding in the trees. Hit her a few times and she's done for. After the touching scene that follows, go get some goods in the surrounding rooms. Box C and two Rations can be found in the first room from the left. The entrance to the Underground Maintenance Base is in the third room from the left in the northwest corner. The stairs are in the northeast corner of the room.



BOSS MAN: RAVEN 2

23

Never get in front of Raven or he will tear you apart. Instead, attack him from behind by following him around with the Stinger. Stay around a corner, and when he gets two crates in front of you, run out, bring up the Stinger's sights, and let him have it in the back. Retreat immediately. After a while, Raven will start running a lot faster and, naturally, he becomes harder to shoot. At this point, stop following him.

Wait in one of the corners of the room (we used the southeast) and let him find you. Keeping a crate between Raven and yourself, wait for him to continue his patrol in another direction. When he gets two crates away from you, do the same as before and let him have it in the back with the Stinger. After you kill him, he'll give you the Level 7 Card.



Immediately go through the door and crouch on the east side of the crates in front of you. You are now in the base's Blast Furnace. Wait for the guard, and when he turns to go, sneak over and break his neck. If you perform well, you will receive a reward, possibly a Ration. Walk to the north of the platform and then head west to get the ammo. Next, go back and head to the west end of the platform until you hit the wall. You can access the power-up by pressing your back up against the wall and sliding over to it. Using the same technique, head in the opposite direction. Watch out for that big steel plate. Follow it, but when it comes back at you, crouch so it rides right over you.

Then continue on to the end. Follow the catwalk and go down the stairs and, if you want a Ration, head back west and take the next set of stairs down. Otherwise, go down the stairs in front of you. There is another Ration beneath it. Next, head to the lower right corner and exit the room. There are some power-ups here, plus a crawlspace located at the west end of the room, leading to some Body Armor (if you didn't already get it in the Nuclear Building). Next, go back to the huge room you started in. Now go through the north door. Walk through the corridor, head left, and activate the elevator at the control panel on the right. Ride it down. After that little rumble, exit the elevator and get on the second elevator to your right and ride it down. Now face off against Raven again.

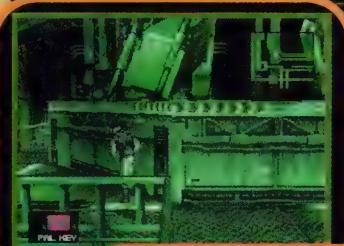
REX'S HOUSE

24

Watch out for all of the machine guns. Make your way down the corridor, go left at the top of the stairs, and you'll see a door. Don't enter it yet. Stop under it and throw another Chaff Grenade. Go east and ascend the next set of stairs to get the Stinger Missiles. Now, return to the door and go

through it. Here it is, baby! Metal Gear. The ladder that you must climb is to the right. Ascend it and then climb the next ladder. On this level there are two more packs of Stinger missiles. Now take the shorter ladder, bringing you on top of Metal Gear. There is another ladder on the other side. Go down it. Follow this next catwalk to the Control Center. There you will find Ocelot and Liquid. Listen in. Way to go butter-fingers. Now go back down to the very bottom. From where you first entered the room, go left and then north. Avoid the machine gun and go down the stairs to the drainage area. Grab the Ration and jump into the water and run south and

then east. The PAL Key you seek and other power-ups are underwater, hidden from your view. Scour every square inch until you find the PAL Key. If you picked up the Bomb, get rid of it before it blows up. If you want another Ration before heading up the stairs, get back in the water and follow the water to the east and then turn north. The Ration is hidden at the end. Now go back up to the Control Center.



Once in the Control Center, with the PAL Key equipped, walk up to the left computer terminal. Once you are finished with the first terminal, you must cool the temperature of the Key so it works in the middle terminal. Take the series of ladders back down, leave the room, and go all the way back to the warehouse where you battled Raven. Make sure the PAL Key is equipped so it will cool to the needed temperature. Otacon can tell you if it has reached the desired temperature, or check its status in your inventory. Waste no time and return to the Control Center, inserting the PAL Key into the middle terminal. To use the PAL Key in the third terminal, you must warm the PAL Key up. To do this head all the way back to the Blast Furnace where Disc 2 starts out. Again, Otacon can tell you when the PAL Key has reached the desired temperature. After that, go back to the Control Center and insert it into the right terminal. Sucker. Okay, don't panic. Equip your Gas Mask and then page Otacon. He'll eventually open the door for you. Now exit. Did you see that? Go to the right and check it out. Surprise! Liquid is not dead. Get ready to face him and Metal Gear.

**BOSS MAN:
LIQUID FISTS**

This is easy. Run up and give Liquid a combo, and when he runs away stick close so you can hit him again right when he stops flashing. Watch out for his head-butt, and you'll have no problem beating him.

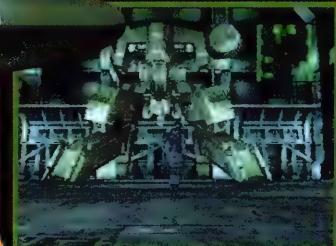
**THE GREAT
ESCAPE**

Grab the two Rations and then meet up with Meryl in the garage nearby. While she gets the jeep started, keep the guards occupied. When she tells you to hop in, do it. Shoot the fuel drums so she can drive out of there. At the guard post, hit the two fuel drums to continue on. At the next guard post kill all three guards to continue on. Surprise! Liquid is back for more. You can't kill him, but you can shoot at him to keep him from shooting you. Hold him off long enough and you've beaten the game and unlocked the Extreme difficulty setting. Be sure to watch all of the credits. At the end you'll learn what happened to Ocelot and discover another one of Snake's relatives. The plot thickens.

**BOSS MAN:
LIQUID METAL**

Immediately equip the Body Armor and the Stinger. Once you have the Body Armor equipped, you will have to monitor and replenish health on your own. You can't damage Metal Gear until its lifebar appears; so while you're waiting, line up a shot on the large metal disk near its left shoulder. This disk is the only thing you need to aim at until Metal Gear goes down. Metal Gear uses three weapons: rockets, machine gun, and a blue laser that sweeps the area in front of Metal Gear in case you get too close. Always fire outside of the range of the blue laser. The machine gun is easy to dodge, just keep moving away from the spray and you should be okay. The rockets are a little more tricky. Metal Gear shoots them in a series of three. As soon as he shoots the rockets, run at him so they fly over your head. Then, circle back so you are out of the laser's range, turn and face him, lock onto the metal disc, and let it fly. Continue this until you take him down. Congratulations...but you're not done yet!

Now you must aim for the cockpit where Liquid Snake sits. This calls for a slightly different strategy. Wait for him to shoot his rockets at you and run at him like before. But this time, instead of doubling back, run right under him so you're behind him. With those big legs clomping around, it will be hard to see Solid Snake so you may want to use your radar to see where you're at. Metal Gear will spin around looking for you, but periodically he'll sit still long enough for you to line up a shot right under his belly. You won't be able to see the cockpit, but the Stinger will lock on to it for an easy hit. Once you hit him, he'll start moving around again. Stay cool and dance with him until you get another shot. Repeat as necessary.





revenge is just too sweet!

the wcw/nwo revenge spectacular

Every wrestling fan already knows THQ's new grappling game, WCW/NWO Revenge, is just too sweet! We've given you the moves [see pg. 84], and we've given you the bottom line [see pg. 40], but the madness doesn't stop there. Since our readers deserved to know more about this massive game, we went straight to THQ, and sat down with Dave Hoffman, producer of Revenge, to find out the nitty gritty details concerning development.

But as serious students of the "sport," Game Informer still wasn't satisfied. We felt that we needed to take a deep, dark, terrifying look inside the exciting world of WCW wrestling. What did we do? Once again, we went straight to the source, and tracked down two of the hottest wrestlers in WCW. That's right! Raven and The Giant took time out of their daily training to talk with Game Informer, and answer our poignant, personal, and oftentimes revealing questions surrounding the artistry and intrigue of WCW wrestling.

So now, loyal readers, it's time to sit back, relax, and grab a little Revenge, compliments of your friendly neighborhood Game Informer Magazine!

dave hoffman, producer, wcw/nwo revenge

GI: Obviously, World Tour was a great game. What did you feel needed to be done to improve upon it?

Hoffman: I agree, World Tour was a fabulous game, but there's always things that a producer or development team wants to do to their game to make it better, so there were quite a few things that we wanted to improve upon. First and foremost, the speed of the engine. We wanted to optimize it and improve the framerate. That's just one upgrade. Some of the other stuff we did is to actually rework the skin textures of all the models to make them appear more lifelike. We've also doubled the amount of selectable characters. We've also created the ability to carry weapons into the ring, and actually fight with them, which is something we didn't think first and foremost about upgrading, but the consumers did. Consumers emailed us, telephoned us, wrote on their warranty cards and whatnot, and also, some of the more hardcore fans who went ahead and created websites devoted to wrestling video games really mentioned the fact that they'd like to see weapons in the ring. Because of this outpour of people we made weapons a priority in development.

GI: How is it working with Asmik and Aki Corp. in Japan?

Hoffman: The guys at Aki Corp., which is where the game really comes from, they live, eat, and breathe wrestling, so who better to make a wrestling game than the most hardcore of the hardcore fans you can get? Those guys, that's all they think about, that's all they talk about. We go out to dinner with them and they're going through their New Japan Pro Wrestling magazines, trying to find out the latest and greatest changes in WCW land in America. We send them all the WCW materials and videotapes, because it's difficult for them to follow WCW on a day to day basis. But they do follow it closely, and that's very important to us, because it allows us to make changes to the game almost up until the days before the game ships. We really want the players to be able to rip open the package and see the red-faced Sting who's now with the Wolfpac, and see Saturn the way he is. Did he shave his head last week? You know, stuff like that.

GI: What was the toughest programming hurdle for Revenge? How did you get around it?

Hoffman: The toughest hurdle we had was working on tightening up the collision detection between the wrestlers. In wrestling there's a lot of grapples, or times in say a Battle Royale mode, where the wrestlers all come together and look like one – I don't know – bulge of muscle so to speak, and we really had to work hard on separating the individual models, so they wouldn't start molding into one another. One of the ways we did that was actually by drawing every single model and animation by hand. We didn't motion capture anything, because we had problems during motion-capture sessions, we did everything in a painstakingly tedious process by hand, which is like...sitting there watching a wrestler make a move on videotape, drawing it, going through the key frame animations, and making sure it's right. And clocking in at about 500 plus moves per wrestler, that's quite a bit of time for the artists. Every move in Revenge is reversible, and it's also blockable, and we also have a counter for every single move, so you can imagine that's triple the amount of moves right there. And then we've got the signature moves, the personality moves, and then the moves with the weapons, it's an immense amount of work.

GI: How do you go about rating the wrestlers?

Hoffman: Instead of taking the easy way out with a guessing game, we first got the wrestlers' real stats, height, weight, general size, so we got all that material, then we sat down with the WCW representatives, the agents, and the wrestlers themselves, and we talked about how they liked to attack. Will they use their arms more? Okay, then this character's arms should be more powerful. Say Chavo Jr.'s gonna be jumping off the top rope, then he's gotta be more agile. Let's say Giant, who's maybe a little slow, but very powerful...so it was actually a lengthy process during design, where we actually had to chart it out, and work with not only the wrestlers, but the WCW, and then also some of the wrestling fanatics out there that we work with and come to a general consensus.

GI: Do the wrestlers themselves lobby for a more powerful representation in the game?

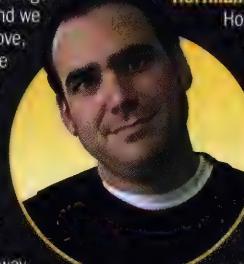
Hoffman: No, not really, what the wrestlers really want is just to be in the game. There's a lot more wrestlers than we have slots for. Even though we have over 60 available characters, which would seem like an immense amount, there's a lot of wrestlers that aren't as prominently featured as say, Hogan, or Sting, or Giant, and you know, for one reason or another, we had to pick and choose which wrestlers we felt would be best represented in the product. So there were a number of wrestlers who were trying to be in the game, and were being really helpful. You know, you get some of them who joke around, like Kevin Nash poking fun at Hollywood Hogan, but what do you expect from the leader of the Wolfpac?

GI: Speaking of wrestlers, which particular ones did you work closely with?

Hoffman: I myself worked pretty closely with Sting, Hollywood Hogan, Giant, Booker T., and Chavo Jr. I spent some time, I wouldn't say very closely, with Saturn, Raven, Big Reese, and a little with Lex Luger, not a whole lot...he's a pretty busy guy. So I got to meet a lot of the wrestlers, and got backstage at the events.

GI: What kind of things did they do for the game, or help you with?

Hoffman: Well, for the most part, when possible, they would come in and sit down with us and talk about the game, talk about wrestling in general. They also helped in terms of looking at the game, giving feedback, providing us with comments about the realism of the product. But generally they were just there for support. And if we needed to do any filming, or for example we needed to see Sick Boy's finishing move, they were very accommodating and would actually do that after the match in a private room while we recorded. Or if we needed any sound samples, they were great with standing there and recording for us.



It Could Happen...

Every wrestling fan, at some point, imagines a match that could never happen. Well, Game Informer does the impossible, and brings these fantasy matches to life. We know who we think would win, but here's what The Giant and Raven think...

Ultimate Warrior and Disco Inferno vs. Kevin Nash & Rey Mysterio Jr.

Giant: I'd probably have to lean towards Kevin Nash and Rey Mysterio, simply because the Ultimate Warrior doesn't have a partner, and Disco Inferno, you know, he's really cute, but Rey Mysterio would beat Disco Inferno and I think Kevin Nash could hold his own against the Warrior.

Raven: Disco Inferno would pin Kevin Nash, and between Rey and Warrior it would be a draw.

Mean Gene Vs. Tony Schiavone

Giant: Mean Gene would kick Tony Schiavone's ass.
Raven: Mean Gene.

Sting Red Vs. Sting White

Giant: Sting White, without a doubt.
Raven: The real Sting.

Cast of Days of Our Lives Vs. Cast of All My Children

Giant: Oh, Days Of Our Lives without a doubt. I'm a fan.

Raven: The original cast of Dallas, it would be a run-in, and they'd take over.

GI: Of the wrestlers you know, who is the biggest video game player?

Hoffman: Booker T. is a very avid video game player. He had a lot to say about the way the game plays, a lot of input. He just loves video games and actually requested a copy of the game. Buff Bagwell is into video games as well, and he was in that wheelchair for a while, and had nothing to do but play games. But Booker T. was definitely the biggest video game fan. Oh, and Goldberg used to be a big fan of games, but doesn't have a whole lot of time for them now.

GI: If you had two more months to program the game, what last-minute additions would you make?

Hoffman: Well, roster changes, because of the new development that happened with Raven's flock at a recent pay-per-view, where he actually lost control of the flock and the flock disbanded. Right now we have a whole section devoted to Raven and Raven's flock, so that would have to be altered to remain current, which we just don't have the time to do now. The other thing is that we would probably create a few more animations for the wrestlers because the last thing we were doing, is we were putting in more and more animations. And some of the characters that we predicted would rise through the ranks of WCW, we gave them some additional animations and moves, so I probably would have done that for the majority of wrestlers. And in addition, if we had a couple of months, or even three or four more months, I probably would have tried to tighten up the collision detection just a little bit more because, to be perfectly frank, the collision detection is superior in every way possible to World Tour, but there's still some tweaks I would have liked to have done to it.

GI: In your opinion, who is the most powerful character in the game?

Hoffman: The most powerful character in our game right now? Hmm...I'd have to say Goldberg. Goldberg just has the sheer strength, you can actually execute his spear on his finishing moves. He's just got some raw power. There's a few other hidden characters that rival his strength, but I think for sheer power it would be Goldberg...maybe, you know, Giant running a close second.

Rodzilla & Malone Vs. Leno and Letterman

Giant: Rodzilla and Malone [laughs]...they'd crush the two TV geeks.

Raven: Conan and Richter

Dean Malenko Vs. Verne Gagne

Giant: Giant: I'd say Dean Malenko. I like Dean, he's a hard worker, more moves, the man of a thousand holds, and Dean's very good about keeping his emotions under control.

Raven: Jack Brisco

Elizabeth Vs. Kimberly

Giant: Kimberly would beat the snot out of Elizabeth. Elizabeth is not a fighter. You know, Kimberly trains, works out, she's done a lot of fitness competitions. If it were a makeup contest, I'd probably say Elizabeth could put her makeup on a lot faster than Kimberly, but then again Kimberly doesn't need that much makeup, so I don't know, either way I'm in trouble on this question.

Raven: Kimberly, she's much more fit, one's a valet and one's a fitness chick, and Page would be in her corner to make sure she won.

Goldberg Vs. Steve Austin

Giant: Oooh...this is a good one. I think Goldberg's got the power, the raw intensity. Steve Austin's got experience, he's got technical wrestling ability that's far superior to a lot of our guys, and he's got a lot of heart...I'd really have to throw this one up in the air and say a draw.

Raven: Depends who booked it.

GI: Who is the weakest?

Hoffman: That would be one of the fantasy characters we put in. We put a small amount of Fantasy wrestlers in the game just to keep with the flow of World Tour, and to appease some of the more mainstream gamers who aren't as tight into wrestling as the hardcore fans, so we put in a couple of characters that, although they're powerful and strong, are a little unbalanced.

GI: Tell us about the pre-match clips. How did you fit so much on an N64 cart?

Hoffman: Well, one of the things is we moved up our meg capacity from World Tour quite a bit. In addition to the 128 configuration, which is a pretty big cartridge for Nintendo, we're using the 256k S-RAM as battery backup, so every change that you make to the game, you don't need a memory pak or anything like that. One change and it automatically changes everything. But to fit the entrances and things like that, we just planned for it in design stages, and luckily we were able to manipulate the camera, and make it do some fun looking stuff. All the entrances, the characters and everything are all actual in-game models, so we're just using the in-game engine in a different way, so we were able to fit it in with the extra memory without it being too much of an issue. When you start talking about video, that's when we get into a sticky area. We love the N64, there's just some tradeoffs between cartridge and CD-ROM.

GI: Why did you name the game "Revenge?"

Hoffman: Because revenge is just too sweet. That's actually the slogan of the Wolfpac.

GI: How many polygons make up the wrestlers? Is this more than last year?

Hoffman: It kind of depends on the size of the wrestlers. We wanted to keep the poly count low so we could keep the framerate high so that we don't lose the smoothness. Some wrestlers are totaling in around 500 polys or so, and then you've got some other wrestlers up around the 800 area or so. It doesn't change in the 4-player. The camera pulls out a little bit, and it might drop in framerate a little bit, but not tremendously. So the poly count is a little higher than World Tour, but with tons more animations and moves. But the framerate is definitely higher in Revenge.

Game Informer Feature



Raven Vs. Giant,
what would you
say? According to
our online readers,
here's who would
win the match...



56% Giant

38% Raven

6% Draw

GI: What is your particular background with wrestling?

Hoffman: I've been a fan of wrestling since way back when Andre The Giant was wrestling, and the old Hulk Hogan who's telling kids, 'make sure you eat your vegetables,' with the big yellow outfit. So I used to go to all the events down in the LA Sports Arena, or LA Forum, whenever I could. Ever since then I've been following it on a fairly regular basis. Then coming to THQ, and being given the opportunity to produce wrestling titles, and to go to the events and meet these people I've been watching for almost 20 years, was basically a dream come true. I'm excited about coming to work every day, and our upcoming products too. I'm excited about Nitro on the N64 and Thunder on the PlayStation, and what we're into now in terms of design stages for the future, which I can't talk about right now, but I can promise you, it's really exciting.

GI: So who is your favorite wrestler?

Hoffman: I keep going back and forth, you know, depending on what's going on in the league. I really admired Sting when he was in the NWO White, and then he switched over to Wolfpac, and I haven't really been a fan of NWO Red, so I've kind of shied away from Sting a little bit. I like Hogan just because of his popularity. He's such a showman and he's so much fun to watch. In terms of performance of moves I'd probably have to go with a wrestler like Raven who can just sit there and keep taking more and more pain until he finally reaches his threshold and starts pulling his Even Flow and DDT. So generally my favorite wrestler right now is Raven.

GI: Will the Warrior be a last-minute addition to the game?

Hoffman: Unfortunately Warrior didn't make the game. He started making appearances and really started coming into the limelight very late into development of the project and although we had a slot slated for Warrior in the game, we talked with WCW and there was still some issues, and his role in the WCW at that time was still being defined, they didn't know if he would stay for good, so we just collectively decided not to include the Warrior right now, although I would have loved to because it would have been so awesome to have the smoke come into the ring and Warrior appear and have Hogan's look of surprise and everything like that. We might be able to work him into Thunder, or maybe Nitro 64, but right now it's still in discussion.

one-on-one: the giant and raven sessions

For the benefit of comparison, we posed a series of questions to both Raven and Giant. Their answers are below. Then, we asked each wrestler specific questions. You will find these other questions that refer more specifically to each wrestler towards the end of the interviews, under the section entitled "Up Close And Personal."

GI: Do you own a game system? If so, what are some of your favorite games?

Giant: I sure do, I own them all, PlayStation, Saturn, Nintendo 64. I got everything. My favorite game is of course NWO World Tour, and I like Panzer Dragoon.

Raven: No, never have. Some friends, when I was young, had an Odyssey, but because of my horrible childhood, I don't play games.

GI: Of all the wrestlers you battle, who do you feel brings out your greatest inner talents?

Giant: Sting without a doubt. Sting's such a talented athlete, and he's so diversified, he's strong, and he's got a good heart, he's so athletic. When I wrestle Sting, I know without a doubt I've gotta have my boots laced up tight.

Raven: Saturn, because he knows all my strengths, all my weaknesses.

GI: Who's the greatest wrestler of all-time?

Giant: That's a tough one. I would have to go of course with the legends Ric Flair and Hulk Hogan.

Raven: As far as the greatest wrestler I really couldn't say, there's too many that I think are at that level, I'd hate to single somebody out.

GI: How about the greatest tag-team partnership?

Giant: The greatest tag-team partnership without a doubt is the Steiner Brothers. They are the best of all-time.

Raven: The Freebirds were the greatest tag-team partnership.

GI: Tell all the aspiring grapplers out there how you got your start in professional wrestling.

Giant: I got my start in professional wrestling through Danny Bonaduce, and I did a charity event where I was a mystery basketball player in a charity halftime event between Hulk Hogan and Jimmy Hart. It was a local radio station event Danny was doing with the Chicago Rockers, which was the CBA team in Chicago.

Raven: I went to the Monster Factory, Larry Sharp's Monster Factory, and sweated it out there, then went to Tennessee, to Memphis, starved to death, went to Florida, starved some more, went to Portland, starved a little less, and then kept moving from every small territory to small territory, till I finally found my niche.

GI: During a match, you guys come in pretty close contact with each other. So...who's the worst-smelling man in the WCW?

Giant: It's me! That's why I'm the big stinky Giant! I don't wash my outfit on purpose 'cause I don't wanna smell good. When I'm in the ring it's business. The more I stink the more it distracts 'em.

Raven: Ron Reese.

GI: Do the Nitro Girls like guys who play video games?

Giant: I just think the Nitro girls like guys who've got brains period. The thing you don't understand about the Nitro girls is they're smart and classy, so they're not gonna fall for the average guy.

Raven: I imagine they like guys who play with anything.

GI: Do you feel wrestling is more popular now than in the late 80's?

Giant: Oh definitely, it's more popular now because it's reaching so many more homes because of television. Television's the mainstream tidal wave that everybody's following.

Raven: Absolutely, it's a much bigger deal now. It was different though. It's bigger now but it's different, in that it was, I think...it's hard to explain. It's kind of like in the 70's you had Evil Knievel and stuff like that which you could never do any other time, and even if you had somebody to become another Evil Knievel, he would never have the impact like he did in the 70's. It was just the time for it. I think the early 80's was that time for wrestling, but I think in general, it's much bigger now. I think why it may have

seemed bigger then, was because then it was this isolated niche, whereas now because it's not as ostracized by the mainstream, it isn't as spectacular a thing. Before, because it was such a looked-down upon product, and it was viewed upon with such disdain, that when it finally became so big, it was bigger than it actually was, whereas now I think it's actually more popular, but it just doesn't seem as big. It seems almost as big, but it doesn't seem as grandiose. And also, back then you didn't have a pay-per-view every month, and frankly I prefer to have a big show every month, and a big live show every week, because I want the big game to be all the time. I hate when you gotta wait three months for the big game. So I prefer it this way, but when you had less they seemed more special, even if in fact they weren't, just like how our childhood seems to be...we have this golden age view of our childhood, when for most people like mine it was pretty miserable.

GI: When did you become a professional wrestling fan?

Giant: Since birth. I was born in South Carolina, and when you grow up in the South you can't help but be a wrestling fan.

Raven: Since I can remember. I remember watching Chief Jay Strongbow, he was my hero as a kid.

GI: If fans offered you a bat, stop sign, half-a-table, chair, or garbage can, which would you choose?

Giant: I'd use a bat, but I really don't need it, I'd just use the choke slam.

Raven: I'd have to go with the cheese grater. I'd like to go off the board and say cheese grater to the forehead.

GI: After a night of wrestling, do you hang out with any other wrestlers?

Giant: Oh yeah, I hang out with Hogan, 'cause Hogan's the one who always gets room service, no matter what time it is, and he orders a lot, and he always buys, so I'm gonna follow Hulk. You know, he's the kid with all the toys.

Raven: Well I hung out with Saturn for a long time, obviously we don't anymore. But, mostly Lodi. Of course, I need someone to attend to my needs, to fetch me women, I need Lodi to fetch me women.

GI: Who has the weakest theme music in WCW?

Giant: Used to be Lex Luger. He had, without a doubt, the lamest theme music, and I was his tag-team partner at the time, and we had to go out to Lex's music. I was almost embarrassed to come out to that.

Raven: I'm gonna have to go with half the company, because I'll tell ya', other than a few certain select pieces of music, mine included, most are pretty much...they're not distinctive whatsoever.

You know, you don't even know one from the other when you hear the music, but you have a few like mine that stand out, and you know that's me.

GI: What is your opinion of Raven's Rules?

Giant: I like 'em, I mean, he's a rebel you know, he does his own thing, and he's making a name for himself. I'm a big fan of Raven. What about me?

Raven: I don't necessarily agree with the entire Raven's Rules the way they were implemented. I believe in a general bending of the rules, but a complete lack of rules, or anarchy, I don't agree with. But sometimes you have to ask for everything, just to get something, and I got more than I wanted, and I find that it's actually detrimental to my matches, and I would rather just see the occasional bending of the rules, like if I'm gonna use a steel chair or not, as opposed to a complete disregard for the rules.

GI: How do you feel about the split of the NWO from within? Has it weakened wrestling?

Giant: I don't think it's weakened wrestling at all, I think it's given everybody different factions. I mean, you know, I'm loyal to Hulk period, and I love the NWO. I left WCW basically because of Kevin Nash, I don't like Kevin Nash. Him and I don't get along. Whether we look too much alike, whatever the deal is, he can be Big Sexy all he likes while I'll just be Big Attitude!

Raven: I couldn't care less. Has it weakened wrestling? I don't think so. I don't think it's diluted it one bit. In fact, I think it was an inevitable thing to occur, so I think it's more a product of Darwinism than anything.

giant: up-close and personal

GI: Do you have problems wrestling smaller opponents?

Giant: Sometimes you have problems 'cause it's a little harder to get a hold of 'em, you know, they do a lot of high-impact moves off the top ropes, so you've gotta be a little more cautious. But once I get my hands on 'em...they're done.

GI: What's your favorite meal?

Giant: Gorditas from Taco Bell.

GI: How much does the audience affect your mental state of mind?

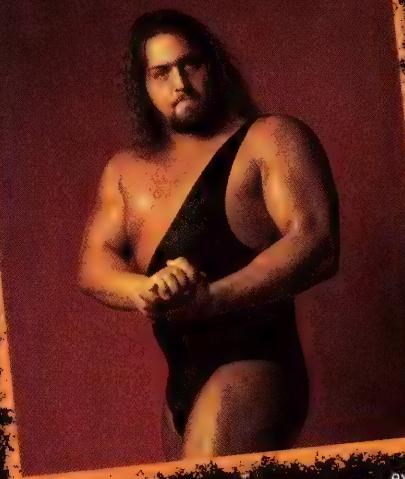
Giant: Quite a bit. A lot of times when the fans out there aren't supporting you, I get a whole new rush now you know, I don't worry about the fans anymore, I gave up on trying to get support from them. The more they yell at me, the more they boo me, hey, the harder I'm gonna kick butt.

GI: Aside from some of your own, what's the best match you've ever witnessed?

Giant: Ricky Steamboat and Macho Man Randy Savage. Wrestlemania 3.

GI: How many years did it take to perfect the Choke Slam?

Giant: It took about three weeks, beatin' guys up over and over again with it, and I figured out it was a natural move for me. It's instinct.



raven: very up-close and very personal

GI: You always say, "So what about me?" So...what about you?

Raven: I deserve what I can take. It's a basic law of Darwinism, survival of the fittest, and the brutal, miserable childhood I had prepared me for a life of taking what I want, and I'm more than willing to reap what I sow.

GI: Which is your most memorable victory?

Raven: That would have to be winning the U.S. title.

GI: How do you get mentally prepared for a match?

Raven: I don't. I just show up.

GI: Through all of history, if there was one person you could wrestle, who would it be?

Raven: Chief Jay Strongbow.

GI: Think you could take him?

Raven: Absolutely.

GI: What's the worst injury you've ever sustained?

Raven: The worst I've ever sustained wasn't an injury, it was Pancreatitis, and I suffered that from excessive alcohol abuse. It was December 7, '97, I spent about 10 days in a hospital bed with no food.

GI: What is the most painful move someone has performed on you?

Raven: The Death Valley Driver sucks, your whole lower body just drops into your midsection, it's absolutely the most god awful finishing move to take on a regular basis.

GI: Did your background in ECW help when you came to WCW?

Raven: Certainly it helped, I mean, being that I perfected that style, and my style as it was in ECW stood out on its own. It wasn't so much my background there that helped me when I came here, it was my style that I brought from ECW to here, so my style is my style and I won't change it for anyone.



Game Informer Feature

GI: If you were backed into the corner like a trapped rat, who would you want to run in to save your butt?

Giant: If I had my choice of guys to call, somebody that I knew if I called them they could get the job done...I'd call Goldberg.

GI: What size shoe do you wear?

Giant: 17

GI: Who do you consider your biggest rival? Can we expect a match with him soon?

Giant: My biggest rival of course has always been Kevin Nash. Right now Goldberg's got the title, so I'm after him, but Kevin Nash and I have always had our problems. That's why I left the WCW, because of him. It's really hard to be in the same room with Kevin Nash and his ego.

GI: If Andre The Giant were still alive, could you take him?

Giant: Well, I don't know, I'd probably be real nice and take him out to dinner. That's a question that I've thought about myself, you know, Andre in his prime, me in my prime, I don't know. Of course, me with my ego, I'd like to think that I could, but just out of respect, I'd have to say that would be the toughest battle I could ever endure.

GI: Is it tougher wrestling in ECW than WCW?

Raven: Absolutely, the matches are, but the travel here makes it much worse, so it becomes a toss-up. And the fact that you have to wrestle only twice a week there is much better than having to wrestle five, six nights a week here.

GI: What caused the rift between you and Saturn? Will the flock come back together?

Raven: His ineptness, his frustration in not being able to realize it was my organization, not his. His jealousy, his ego, his sanctimoniousness. Will the flock come back together? No, I don't want 'em. I can do it on my own. I have Kanyon, and eventually I'll get Lodi back, and that's all I need.

GI: Does it bother you that you are perceived as "lazy" by the wrestling fans of America?

Raven: I would resent that if I actually thought they perceived me that way. I've never thought that I was perceived that way. Would you like to cite any sources?

GI: Well, general fan talk, of how you're perceived as a Gen-X style wrestler, that you don't work as hard as the others.

Raven: If I can get others to work for me, then isn't that the whole concept? You know, if I can get others to do my work for me, I would perceive that as intelligence, not laziness. It's capitalism.

GI: What draws you towards Kanyon? Is he that good of a wrestler?

Raven: Absolutely. All he lacks is a bit of polish, but his arsenal of moves is quite singular in the business, and nobody wants it more than him.

GI: You trained with Jake "The Snake" Roberts. What was the best piece of advice he ever gave you?

Raven: He told me a story. He told a lot of people this story. This guy finds a snake out in the desert. The snake's dying, and he brings it into his house and heals it. They become best friends. After a couple of months of the snake and him living together, finally the snake bites him. The guy goes, 'I took care of you, healed you, you bite me, and now I'm dying, why did you do that?' The snake goes, 'I was a snake when you got me.'"

so quoth the raven...



Editors' Top Ten Games for November

- ⑩ Nectaris - PS-X
- ⑨ Spyro the Dragon - PS-X
- ⑧ Xenogears - PS-X
- ⑦ Madden NFL 99 - PS-X
- ⑥ Rogue Trip - PS-X
- ⑤ NFL Blitz - N64
- ④ Tenchu - PS-X
- ③ WCW/NWO: Revenge - N64
- ② Crash Bandicoot: Warped - PS-X
- ① Metal Gear Solid - PS-X

Readers' Top Ten Games for November

- ⑩ Chrono Trigger - SNES
- ⑨ Banjo-Kazooie - N64
- ⑧ Einhand - PS-X
- ⑦ Hot Shots Golf - PS-X
- ⑥ Tomba! - PS-X
- ⑤ WCW vs. NWO: World Tour - N64
- ④ Spyro the Dragon - PS-X
- ③ Tekken 3 - PS-X
- ② WWF War Zone - N64
- ① Gran Turismo - PS-X

Top Ten Clinton Excuses

- ⑩ "I was off the clock."
- ⑨ "She said she just wanted to show me a cheat for Tomb Raider II."
- ⑧ "What? Where am I?"
- ⑦ "I thought she was measuring my in-seam."
- ⑥ "I was told it was all part of a security check."
- ⑤ "I lost my car keys and she was kind enough to help me find them."
- ④ "If I were the French prime minister, I'd be immortalized."
- ③ "She said it was just to cure her chronic halitosis."
- ② "I faked it."
- ① "We were playing Metal Gear, and I was Solid Snake."

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
 Attn: Top Ten
 10120 West 76th Street
 Eden Prairie, MN 55344
 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!



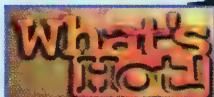
Nintendo To Release 4 MB RAM Expansion

The small hatch on top of the **Nintendo 64** does big things when the **Nintendo 64 Memory Expansion Pak** (tentative name) is plugged into the system. Nintendo has finally done something many have been speculating about for months now. The Expansion Pak, which adds an additional 4MB of RAM to the N64, will be available in November. Retailing at a price of \$29.95, the item will double the N64's current RAM specs. Why on earth would anyone want the new RAM Pak? High-resolution graphics are at the top of the list. However, there are many other ways to use it as well. Let's hope third parties continue to eat up this peripheral, and let's hope it is a success with the N64-owning public. Please note that the Expansion Pak does not do anything to enhance existing games, but only enhances games specifically designed for it. **Turok 2** tops the list of games compatible with the Expansion Pak, but **Perfect Dark**, **Rogue Squadron**, **Quarterback Club 99**, and **Extreme-G 2** also utilize this new peripheral.

Interact has also made it known that its very own 4MB RAM expansion cartridge is finished (it also has an 8MB in the works). The company developed the pak to be sold as a peripheral. The possibility of a release to coincide with Nintendo's is likely; but again, Interact did not confirm when it would release its version of the RAM pak.



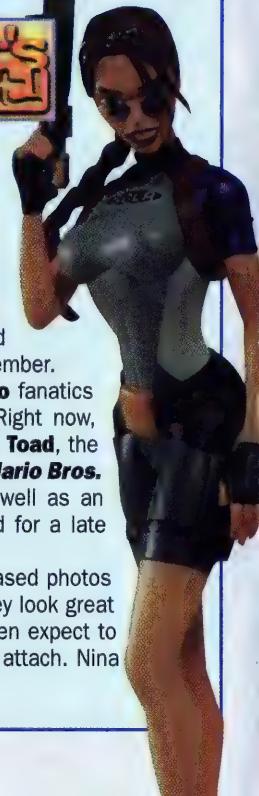
Video Game Action Figures Heat Up Holidays



How hot is **Lara Croft**? Sizzling hot. Hot enough to return to the world of toys after a miserable start. **Toy Biz** released the first Tomb Toy, and what a pile of junk it was. This time, she's not a Jubilee repaint, but rather a full-on original sculpt that actually looks just like Lara. Who created this work of art? **Playmates**. And it releases in November. This new Lara toy stands tall at 9 inches and features articulation in the neck, shoulders, and waist. However, her legs won't move at all. Basically, this toy plays like a statue, delivering little fun, and a more bookend-type of action. Lara comes complete with stand and gun. A second 9-inch figure featuring Lara in her classic garb will be released in December.

Toy Biz lost Lara, but has debuted a slew of new figures that **Capcom** and **Nintendo** fans won't want to miss. The Nintendo figures are very basic, but present great detail. Right now, **Bowser**, **Mario**, and **Yoshi** are the only figures known, but Toy Biz reps have hinted that **Toad**, the **Princess**, and **Luigi** are good possibilities. At the moment, the series is entitled **Super Mario Bros.** Toy Biz is also putting the finishing touches on the **Marvel Vs. Capcom** series, as well as an awesome **Darkstalkers** toy line. All of the new series mentioned today are scheduled for a late '98/early '99 release.

In other video game toy news, **Palisades Toys**, creator of the **Ash** toy, has just released photos of its **Tekken 3** figures. We didn't know about these toys either. They just appeared. They look great though. **Nina**, **Jin**, **Paul**, and **Yoshimitsu** round out series 1. If these toys sell well, then expect to see more. The strange thing about these figures is they include different body parts to attach. Nina comes with a different arm, and Paul has two different types of hands.





ON NASHUN • COMIC WATCH • TOP TEN • TRIVIA • NAME THAT GAME! • WHAT'S HOT • TECH



EA Gets Its 10th Acquisition in Westwood

The maker of the awesome **Command & Conquer** series is now wholly owned by **Electronic Arts**, the 10th studio under the EA umbrella, to the tune of \$122.5 million. Brett Sperry and Louis Castle, founders of **Westwood Studios**, will continue to work for Westwood under the EA banner for at least another five years, according to recently signed contracts.

"Adding Westwood to our **EA Sports**, **Maxis**, **Origin**, **Jane's Combat Simulations**, and **Bullfrog** brands positions Electronic Arts to reach our goal to be the number one publisher of entertainment software for the personal computer," said Larry Probst, EA chairman and CEO. That's not a far-fetched statement, considering the fact that EA is already the number-one console developer in the world, selling even more than the Big Three (**Sega**, **Sony**, **Nintendo**). EA President of Worldwide Studios, Don Mattrick, added, "We are pleased that Westwood co-founders Brett Sperry and Louis Castle will remain with the company and will continue to play key leadership roles in producing imaginative original titles and in managing the tremendous creative team at the Westwood and Irvine Studios. The outstanding creative talent and rich pool of intellectual properties are great additions to our studio family."

And what a family it is. Electronic Arts owns so much of the software-making community now, that the limits truly seem immeasurable. With 10 studios under its tyranny...er...control, EA definitely stands poised to take the remaining portions of the PC and console markets for itself. As a side note, Game Informer predicts that EA will continue to consume small, quality developers, only to succumb to the dominance of another with more money – presumably Bill Gates and the **Microsoft** juggernaut. However, the takeover will not come without conflict. A bidding war will erupt, causing software markets around the globe to capsize, leaving all those in the two collective companies' wake smashed into oblivion. OK, so maybe that's a little over the top, but you get the idea, right? Get ready, as a whole new set of games comes your way with the EA logo emblazoned on them.

Hands On: Game Boy Color

How much difference can a few colors make? A huge, huge, huge difference when it comes to **Nintendo** and its new **Game Boy Color**. Really, once you've gotten a few minutes of playtime on this new handheld, the zillion shades of green and gray just won't cut it anymore. The experience isn't completely different, but is big enough to make you want to save up the required \$79.95 for a unit of your own.

When you turn the unit on, a flashy new logo greets you. Gone is the slow-sinking Nintendo logo, and in its place is a dynamic new Game Boy logo that zooms across the screen and shows off all the colors in the rainbow. Nintendo brought us two test (dummy) games to show off what this new unit can do. First, we played a color version of **Zelda**, and yes, we know how lucky we are. The intro with the little boat and lightning was excellent and clear as all heck. The game looked even better. The clarity in characters, and environments looked great. One of the awesome new features on this unit is the loss of the definition reel. You'll no longer need to adjust the brightness of the screen. It always looks good from any angle. We also slapped in our copy of **Donkey Kong Land 3** and it looked spectacular. Imagine, you'll actually be able to play the mine cart levels without going blind! Seriously, the definition is fantastic.

Another new and interesting feature is the infrared lens on the top of the unit. Right now, Nintendo hasn't given any details as to what this piece will do, but we can almost guarantee it will be used for linkplay and nothing more. The Game Boy Color weighs slightly more than the **Pocket**, and features a rather odd shape (see picture). The screen is also smaller than that of the Pocket. The Game Boy Color features a screen size of 2 1/4 inches, while the Pocket features a screen size of 2 1/2 inches; plus, the Game Boy Color can display up to 56 colors. The Game Boy Color definitely shines as a change for the better in handheld gaming, but 80 bucks is a hefty chunk of change. To squint or not to squint, that 'tis the question. Look for it in stores on November 23.



Think about this!

by Jon Storm

Why Can't They Build 'em Like Nintendo?



The **PlayStation 2** had better be backward-compatible, because I guarantee that in two years I'll find myself on the phone, talking to the Sony repair line, listening to the all-too-familiar words, "It's cheaper to buy a new one." But hey, in as little as three years I won't be able to buy a new PlayStation! What happens then? Does **Final Fantasy VII** lie dormant in the dusty corner of some closet, never to be played again? At home, I play a lot of **Super Nintendo**, which runs like a dream. Ever hold an **N64** in your hands? It's like granite. My PlayStation needs constant repair, and I expect it to get much worse.

If Sony's next system isn't backward-compatible, the PlayStation could turn out to be the **Renault Alliance** of game systems – extinct, and not worth your time to rebuild. (I drove an "Appliance" by the way, and searched through ten mud-ridden junkyards looking for a spare front axle. Found one, and the engine block cracked a month later.) Again, look at Nintendo. It sells newly designed NES and SNES decks at a very affordable price. Could Sony remodel the PlayStation in a similar fashion for cheaper than \$99? Maybe, but personally I don't think it will happen. Sooner or later, whether it's in 3 years or 10, your PlayStation won't work, and what a shame that will be. All those great games and nowhere to play them. All those memories, some of the greatest games ever made, won't be instantly available to you, or the hordes of up-and-coming gamers.

The PlayStation 2 might be backward compatible. And, by that time, PC emulators will be everywhere. But compare that possibility to the nostalgia, the convenience, and the support collection of peripherals that accompany your deck, and it's easy to see there's only one solution: take care of your PlayStation. Or, if Sony announces its next system won't play PlayStation games, and you have the money, consider my plan: As soon as the PlayStation hits rock bottom, suck it up and spit out the cash for two new decks. Don't take them out of the box. Put 'em in the closet. Then, when you're talking to your great-grandkids, and they're telling you about holodecks and the metaverse, you can pull out your PlayStation, your Dual Shock, your memory cards with old saves, your anime game stickers and original **FF VII** discs, and explain where everything came from. Maybe, just maybe, they'll understand.

64DD Slides to June '99

So it's going to happen. Sources have indicated that **Nintendo** will definitely begin selling its **64 Disk Drive (64DD)** next June in Japan. The disk drive will allow users to update game programs by downloading data from host computers at Nintendo via modem, or by copying data to disks at terminals installed in convenience stores.

This approach is similar to the one already in use for the **Super NES** in Japan, where players can take a blank cart and load a game onto it for a particular price. As of yet, the fate of the 64DD coming to America is still unknown.

Wizards of the Coast Teams With Nintendo

Wizards of the Coast, creators of the *Magic: The Gathering* collectible card game, has just snagged rights to create a new collectible card game based on the upcoming **Game Boy** game *Pokemon*. According to a Wizards of the Coast representative, this new product will not be like *Magic*, but it will still be collectible. Wizards is not creating the game itself, but will be bringing it over from Japan. The product will be released in Japan in November, and will be translated and ready for release here in the States in early January.

New Acclaim Release Creates Domino Effect

At the **European Computer Trade Show**, **Acclaim** announced it will be releasing the puzzle game *Mr. Domino*. The game is slated for a February 1999 release for **PlayStation**. *Mr. Domino* is developed by **ArtDink**, creator of *Carnage Heart*, *Aquanaut's Holiday*, *A-Train*, and *Tail of the Sun*.

Abe on Nintendo?

That sounds pretty crazy, doesn't it? But yes, **GT Interactive** has announced that *Oddworld Adventures* and *Beavis & Butt-head* will be appearing on the Nintendo...**Game Boy**, that is.

In the *Beavis & Butt-head* adventure, players take on the role of America's favorite stupid teens. Learn moves such as the "nad-kick" and the "hock-a-loogie" to avoid detention, local bullies Todd and the gang, or other favorite antagonists.

In *Oddworld Adventures*, players send Abe on a quest to discover the Ancient Scarab of the Paramites, which he will use to free his pals. By learning secret moves and rescuing Mudokons, Abe will prove himself worthy to Big Face and learn the mysteries of the Mudokon soul. Both games will appear in November.

Sony Looks for NASCAR License

Game Informer has learned that **Sony Computer Entertainment America (SCEA)** is pursuing a license for **NASCAR** and has begun development on a new racing title for the **PlayStation** and future systems.

Details are not available on when SCEA's first NASCAR title will appear in stores.



Here Comes Da Thunder!!!!

Just when you thought you knew everything there was to know about the upcoming wrestling games, some more info leaks out. **WCW Thunder**, the new wrestling game based on the popular TV event, and running off an engine created by Inland productions (not the originally announced *Toukon Retsuden 3*), has finally reared its head in the form of screenshots. This game will be coming to the **PlayStation** early next year.



Midway Snaps Up Rights to Wipeout 64

In a move that will keep **Sony** from embarrassing itself by distributing a **Nintendo 64** title, Midway announced today it has acquired worldwide publishing rights to **Psynopsis' Wipeout 64**.

Due to hit the shelves in mid-November, *Wipeout 64* is Psynopsis' first N64 development. This, along with the fact that Psynopsis is a subsidiary of **Sony Corp.**, caused quite a ruckus in the press when the game was announced last spring. Headlines read "Sony to Distribute N64 Game" and speculation arose there was conflict growing between Sony and Psynopsis over developing games for the competition. Most of the reports were unfounded, as Psynopsis was likely planning to sell the rights to *Wipeout 64* all along. Psynopsis used the same model for *Wipeout* and *Destruction Derby* for the **Sega Saturn**.

If history repeats itself, **Psynopsis** will be pursuing a publisher for **ODT**, its second N64 development scheduled to be released in February of next year. Will Midway pull out the checkbook for this one too?



"Homicidal Vacations Since 2001"

ROGUE TRIP™

Vacation 2012

MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

VACATIONING IN HELL

We road tested 14
KILLER KARS on
the twisted streets of
NukeTown

BURNT RUBBER, TOasted FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to
Avoid Premature Ejaculation Once You've Got 'Em

A³ BABE OF THE MONTH INSIDE

Special FREE Issue for Automercenaries





Dick Biggs, Editor

Welcome back,

Automercenaries! Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity**.

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'

Mr. Biggs



GREETINGS FROM
AREA 51

HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.

For raw hearse-power, nothing beats the **Sidewinder**. Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-In Wheels** and put the muscle back where it belongs – behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice – the **Meat Wagon**. This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Ozone**, a well-armed ambulance that hurts while it heals.

You want high-octane performance? **Car Combat Ultra?** Look no further than the pulse-pounding **Pyro** – a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.....continued on page 72



*Sister Mary Lascivious
Thought for the Day*

-Thou Shalt Drive Like A Righteous Mad Bastard.
† So Sayeth the Lord.

When Was the Last Time a Tourist Hit Your Window at 92 mph?



Removes Human Build-Up

SPLATTER-X

Hey, it happens. You have a bad day. Someone sends a missile your

way and bang — Premature

Ejaculation — out flies your

tourist and before you know it

everyone's got little bits of

Hawaiian shirt and entrails

all over the windshield.

No problem. Whip out a

40 ounce bottle of ever-loving

SPLATTER-X

Windshield Cleaner and, hey

presto...the future's so bright

you gotta wear shades.

THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totalling stuff. Here's our hot picks for the tastiest targets the post-apocalyptic world has to offer...:

AIR FORCE ONE - It's a helicopter, it's the President! The dust!

GOLF COURSES - One driver and 18 holes of fury!

OLIMPS - Can the supermen...



White House? — White Trash!



KILL THE CADDY!!!

FENDER BLENDER

What the well-armed are packing these days
(and how to get more bang for your weapon's buck.)



Meteor Balls

They bounce. They burn.
Nuff said.
\$800 each



Sticky Weapons

Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.

10 for \$850



Pyro Weapons

Hose your foes with gasoline - then sit back and ignite for the kill.

\$5000 each



Stingers

Killer bees got nothing on these babies, so go ahead, kill with confidence.

\$7750 per round

AUTOMERCENARY HALL OF SHAME

ELVIS D. KANG

"Don't be cruel.
Your automercenary
is true. Thank you.
Thank you
very much."



FOUR PLAY

Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



AGENT ORANGE

"A vacation should be just like war.
Only with better photographs."



NECROBOT

" !!!"



BITCHIN' BUNNY

"There's so much fun waiting for you in my back seat...!"



THE BEST RIDE OF ALL

Check out Li'l Gator Bait.

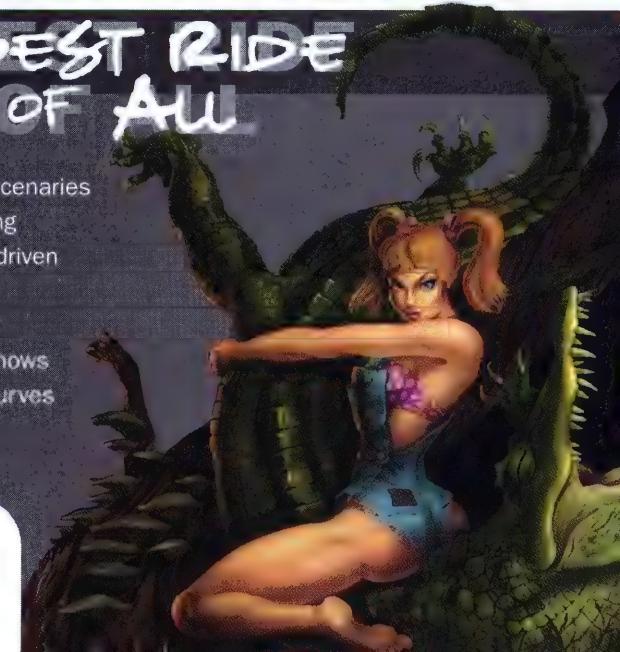
Some of you automercenaries probably seen her tooling around in her propeller-driven swamp-hopper.

Well, looky here - the Babe of the Month shows you all her dangerous curves on page 96.

Lube up and drive on!

NEED A HINT? 1-900-CALL-2GT

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the name or the game?"
— EGM

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Interplay's VR Sports Happy About Dreamcast

Interplay's sports division is enthusiastic about **Sega's** upcoming system and has at least two sports titles in the works for the **Dreamcast**. On a recent visit to the *Game Informer* offices, **VR Sports** head coach Happy Keller commented that **VR Football** and **VR Hockey** are Dreamcast bound and both will utilize elements from **Shiny Entertainment's Messiah** engine for the creation of player models. Keller hopes the end result will be VR Sports titles that are almost like watching real sports, and added that the Messiah code is a useful tool on a host of other Interplay titles planned for the Dreamcast.



Special Limited "Gold" Zelda Cartridge for N64

Nintendo is bringing back a little nostalgia with this marketing tactic. Apparently anyone who pre-purchases **The Legend of Zelda: Ocarina In Time** between October 24 and November 22 will receive a special gold-colored cartridge for the **Nintendo 64**. Once the game has released, however, the gold cartridges will not be sold anymore. So, mark your calendars Zelda fans, 'cause October 24 is the day you are gonna want to rush out to the store and reserve your copy of the most anticipated game of the year.

Nintendo 64 & PlayStation Drop in Price, Permanently

After what were supposed to be temporary price reductions for the **Nintendo 64** and **PlayStation**, both **Nintendo of America** and **Sony Computer Entertainment America** made the \$129.99 pricetag permanent – at least for the time being.

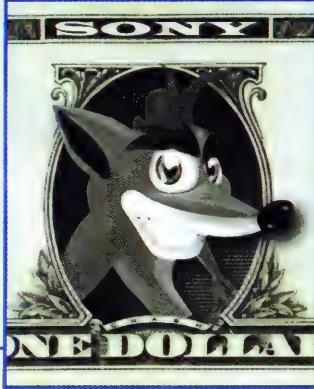
At the **E3** in May, Sony announced a "temporary" price reduction to alleviate inventories of PlayStation units packaged with the standard PS-X controller to make room for the **Dual Shock** package. Nintendo quickly followed suit with a "temporary" price reduction of its own just days after the E3. Most industry observers, including *Game Informer*, concluded that neither Sony nor Nintendo would return to its \$149 price.

Can the \$99 pricetag be far away?



Sony Adds Dollars to Key Titles

In its continued attempt to emphasize the **PlayStation** as an entertainment machine for the masses, **Sony Computer Entertainment America (SCEA)** is giving key third-party PlayStation games the Sony "seal of approval" with additional marketing support. As it did with the ad campaigns for **Namco's Tekken 3** earlier this year, SCEA will provide **Dreamworks' A Bug's Life**, **THQ's Rugrats**, and **Konami's Metal Gear Solid** with multimillion-dollar advertising support.



Metal Gear Solid's military action theme definitely appeals to the older, more experienced player – a segment of the gaming populace that Sony knows well. The new, younger player (who can't even remember the launch of the PS-X) is the gamer that SCEA also wants plugged into the PlayStation. SCEA feels that games like *Rugrats* and *A Bug's Life* will capture the attention of these players who, in the past, had received little attention from SCEA or game developers.

With over 40 million PlayStations shipped throughout the world, and the continued influx of PS-Xs into U.S. homes, look for an increasingly diverse software library for the PlayStation.

Game Informer's Site O' The Month



Video Game Strategies

<http://vgstrategies.miningco.com>

If you are looking for the latest codes, faqs, and/or hints for PlayStation, PC, and Nintendo 64, then look no further than Video Game Strategies. VGS is easy to navigate and features a massive archive of codes. This site is also hosted by the always fashionable code enthusiast Al Amalo.

VIDEO GAME TRIVIA

- 1 Who developed *Lufia* for the SNES?
- 2 In 1996, Microsoft invested in an external development house for the first time in its history. What company was it?
- 3 What company recently bought Gex developer Crystal Dynamics?
- 4 What two players represented the Bulls in the 1994 versions of *NBA Jam* for the SNES and Genesis?
- 5 What was the first game promised to be compatible with N64's new RAM Pak?

[Answers on the bottom of page 38]



Name That Game

This title appeared on the Genesis in 1993. Developed by Codemasters, this action/platform game featured an egg-like creature for a hero and an inventory that could hold up to three items. The hero's mission? Rescue the fair maiden Daisy from the clutches of the evil wizard Zaks. What game is it?

[Answer on the bottom of page 38]

Data File:

Activision has allied with the Jedi Masters at LucasArts in a distribution and publishing deal. For the next two years, Activision will have exclusive distribution rights to all LucasArts PC and PlayStation games in the United Kingdom and 45 countries throughout Scandinavia, Central Europe, the Middle East, and Africa. LucasArts insider Chewbacca could not be reached for comment on this story.

Since the arcade upswing of the early 80's, Namco has been famous for creating great shooters with names like *Galaga* and *Xevious*. Now, another shooter featuring the Namco name is coming to Japanese arcades. The game of note is called *Star Ixion*. PlayStation owners should definitely keep an eye on this title.

Everyone knows by now that the classic *Asteroids* is returning to the gaming scene thanks to Activision. But it doesn't stop there. Activision acquired the rights to Taito's classic Space Invaders for publication on PC, PlayStation, Game Boy, and Nintendo 64 game systems worldwide (excluding Japan). So Japanese gamers aren't left out, Activision will also license its Space Invaders games to Taito for publication in Japan.

The classics are coming out of the woodwork now, many of them complete with updated graphics and new options. But will they be successful, or for that matter, good? Game Informer will keep up with the story and get you the news on these titles as soon as it becomes available.

Konami plans to release *NHL Blades Of Steel '99* for N64 and PS-X in February...developer Big Bang is actively seeking a publisher for its N64 title, *Lode Runner 64*...WCW fans are in an uproar over the news that the Ultimate Warrior is not included in *WCW/NWO Revenge*...the PlayStation 2 will outperform the PlayStation...*WarHawk 2* is still said to be in the works at 989 Studios...the Psynopsis PS-X title *Kula World* is now known as *Roll Away*...some kid told us that he read on the Internet Nintendo is working on a 528 Mb *Metroid* game called *Samus* (we didn't believe him)...the development team that brought you *Blasto* has received the green light for a new project. The game is said to be along the lines of *Blasto*, but with a new character and universe...poop stinks...expect Sony to make an official statement concerning its next system surrounding the Japanese launch of *Sega's Dreamcast* on November 20...Reiner's desk was included in a photo published in *Fortune* magazine (R2-D2 was in his seat).

Eidos Nabs Crystal Dynamics

The rumors have been flying about how **Eidos** plans to buy California-based developer **Crystal Dynamics**. Well, we can stop spreading them, because now it's cold-hard fact. The acquisition is worth \$47.5 million and will bring some of the industry's best-known characters together under one umbrella, most notably *Lara Croft* and that crazy gecko, *Gex*.

Eidos has no plans to change the operations of the Crystal Dynamics studio or staff. Also, the Crystal Dynamics lineup for 1998 and 1999 is still intact, so expect to see *The Unholy War* and *Akuji the Heartless* before the holidays. *Legacy of Kain: Soul Reaver* and *Gex 3* will ship in first quarter 1999.

**989 Studios Shuffles Lineup, New Games Announced**

At a recent press event, Sony developer **989 Studios** (formerly **Sony Interactive**) announced new game titles, minor lineup changes, and acquisition rights to the **Universal Home Entertainment** game, *Xena: Warrior Princess*.

First off, **989 Sports** enters the world of college basketball with **NCAA Final Four**. The game is scheduled to hit the **PlayStation** in January and it will be based on the successful **ShootOut** engine. Second, **Xtreme 3D** has finally been announced. Although it has been in the works for almost two years, the third game in the Xtreme series will hit shelves next March. It includes race-styled events on skateboards, in-line skates, and BMX bikes.

On the subject of lineup changes, 989 has delayed the release of the action/adventure **Syphon Filter** and the action/platform **The Diabolical Adventures of Tobu**. Both games are now slated for first quarter '99 (most likely February).

Here's the rundown of 989's release schedule:

November

- *Twisted Metal 3*
- *Rally Cross 2*
- *NBA ShootOut '99*
- *Bust A Groove*

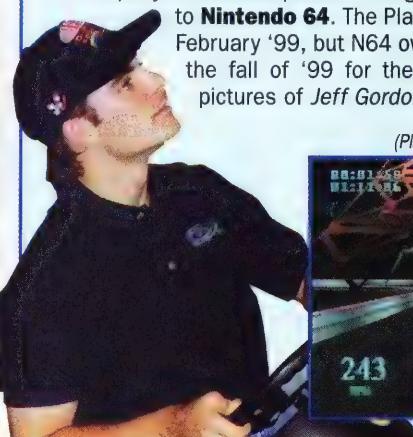
1st Quarter 1999 & TBA

- *Xena: Warrior Princess*
- *NCAA Final Four*
- *Xtreme 3D*
- *Syphon Filter*
- *Diabolical Adventures of Tobu*

All Releases Are Subject To Change

**Gordon and ASC Book Date With N64**

ASC and **Jeff Gordon** are pushing right along with development of **Jeff Gordon Racing** for **PlayStation**. Recently, the company announced plans to bring its futuristic stock car sim to **Nintendo 64**. The PlayStation version will ship in February '99, but N64 owners will have to wait until the fall of '99 for their version. Below are new pictures of *Jeff Gordon Racing* for PlayStation.



(PlayStation version shown)



DEAD IN THE WATER™

LIVE FAST... DIE WET

"I WILL destroy you in the Battle mode ...
I WILL destroy you in the two player split screen mode...
I WILL destroy you in the combat cable link mode
I WILL DESTROY YOU MAGGOT!"

-SGT.Steel

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"When the Flag goes down baby
your gonna Feel the funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"

-Dr.Graves



- 13 'Off the Hook' characters to choose from.
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- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech
customizable weapons and boats-
all fully upgradeable.
- Two player split screen or
combat cable link.



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GAMES

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G I N E W S

WHAT'S HOT • TECH TALK • MUTATION NASHUN • COMIC WATCH • TOP TEN • TRIVIA

New Releases

Rls Date	Title	Publisher	System	Rls Date	Title	Publisher	System
October				11/15/98	Monkey Hero	Take 2	PS-X
10/20/98	Turok 2: Seeds of Evil	Acclaim	GB	11/15/98	Spec Ops	Take 2	PS-X
10/20/98	Body Harvest	Midway	N64	11/15/98	Sportscar Supreme GT	Virgin	PS-X
10/20/98	Turok 2: Seeds of Evil	Acclaim	N64	11/15/98	Uprising X	3DO	PS-X
10/20/98	MediEvil	Sony	PS-X	11/16/98	Beavis & Butt-head	GT Interactive	GB
10/20/98	Metal Gear Solid	Konami	PS-X	11/16/98	Oddworld Adventures	GT Interactive	GB
10/20/98	Roll Away (Kula World)	Psynopsis	PS-X	11/16/98	Rugrats	THQ	GB
10/20/98	Test Drive: Off Road 2	Accolade	PS-X	11/16/98	Snoopy's Magic Show	Nintendo	GB
10/20/98	Xenogears	Square Soft	PS-X	11/16/98	Charlie Blast's Challenge	Kemco	N64
10/21/98	Super Black Bass	Hot-B	GB	11/16/98	Superman 64	Titus	N64
10/23/98	Oddworld: Abe's Exodus	GT Interactive	PS-X	11/16/98	Top Gear Overdrive	Kemco	N64
10/25/98	Body Harvest	Midway	N64	11/16/98	Beavis & Butt-head	GT Interactive	PS-X
10/25/98	Tiny Toons	NewKidCo	PS-X	11/16/98	Do Hollywood	GT Interactive	PS-X
10/26/98	F-Zero X	Nintendo	N64	11/16/98	Rugrats	THQ	PS-X
10/27/98	Bushido Blade 2	Square Soft	PS-X	11/17/98	NBA Jam 99	Acclaim	N64
10/27/98	Cool Boarders 3	989 Studios	PS-X	11/17/98	NHL Breakaway 99	Acclaim	N64
10/27/98	Game of Life	Hasbro	PS-X	11/17/98	Rush 2 Extreme Racing USA	Midway	N64
10/27/98	MotorHead	Fox Interactive	PS-X	11/17/98	A Bug's Life	Sony	PS-X
10/27/98	NCAA GameBreaker '99	989 Studios	PS-X	11/17/98	Apocalypse	Activision	PS-X
10/27/98	O.D.T.	Psynopsis	PS-X	11/17/98	Assault	Midway	PS-X
10/27/98	Star Con	Accolade	PS-X	11/17/98	F1 '98	Psynopsis	PS-X
10/28/98	WCW/NWO Revenge	THQ	N64	11/17/98	Tai Fu	Activision	PS-X
10/28/98	VR Football '99	Interplay	PS-X	11/17/98	Tiger Woods 99	Electronic Arts	PS-X
10/30/98	Backstreet Billiards	ASCII	PS-X	11/18/98	Rally Racing	Midway	N64
November				11/18/98	Black Bass With Blue Marlin	Hot-B	PS-X
11/1/98	LUNAR: Silver Star Story	Working Designs	PS-X	11/18/98	Tomb Raider 3	Eidos	PS-X
11/1/98	Silhouette Mirage	Working Designs	PS-X	11/23/98	Arcade Hits Spy Hunter	Midway	GB
11/3/98	NBA Jam 99	Acclaim	GB	11/23/98	Cool Hand	Take 2	GB
11/3/98	Wipeout 64	Midway	N64	11/23/98	Game & Watch Gallery 2	Nintendo	GB
11/3/98	Big Air	Accolade	PS-X	11/23/98	Montezuma's Return	Take 2	GB
11/3/98	Bust A Groove	989 Studios	PS-X	11/23/98	Pocket Bomberman	Nintendo	GB
11/3/98	Colony Wars: Vengeance	Psynopsis	PS-X	11/23/98	Quest For Camelot	Nintendo	GB
11/3/98	Crash Bandicoot: Warped	Sony	PS-X	11/23/98	Ratz	Take 2	GB
11/3/98	Lemmings & Oh No! More Lemmings	Psynopsis	PS-X	11/23/98	GEX	Crave	GBC
11/3/98	NBA Live 99	Electronic Arts	PS-X	11/23/98	Men In Black	Crave	GBC
11/3/98	Small Soldiers	Dreamworks	PS-X	11/23/98	Mortal Kombat 4	Midway	GBC
11/5/98	Streak	GT Interactive	PS-X	11/23/98	NFL Blitz	Midway	GBC
11/10/98	Fox Sports College Hoops '99	Fox Interactive	N64	11/23/98	Pitfall 3D	Crave	GBC
11/10/98	Milo's Astro Lanes	Crave	N64	11/23/98	Rampage World Tour	Midway	GBC
11/10/98	NBA Live 99	Electronic Arts	N64	11/23/98	Sesame Street-Elmo's 123	NewKidCo	GBC
11/10/98	Nightmare Creatures	Activision	N64	11/23/98	Sesame Street-Elmo's ABC	NewKidCo	GBC
11/10/98	Twisted Edge Snowboarding	Midway	N64	11/23/98	Roadsters 98	Titus	N64
11/10/98	Asteroids	Activision	PS-X	11/23/98	The Legend of Zelda: Ocarina of Time	Nintendo	N64
11/10/98	Brave Fencer Musashi	Square Soft	PS-X	11/23/98	VR Pool 64	Crave	N64
11/10/98	Centipede	Hasbro	PS-X	11/24/98	Micromachines	Midway	N64
11/10/98	Dungeon Keeper 2	Electronic Arts	PS-X	11/24/98	FIFA Soccer 99	Electronic Arts	PS-X
11/10/98	Global Domination	Psynosis	PS-X	11/24/98	NBA ShootOut '99	989 Studios	PS-X
11/10/98	Knockout Kings	Electronic Arts	PS-X	11/24/98	Rat Attack	Mindscape	N64
11/10/98	Psybadek	Psynosis	PS-X	11/25/98	Star Wars: Rogue Squadron	Lucas Arts	N64
11/10/98	Rally Cross 2	989 Studios	PS-X	11/25/98	Brigandine	Atmos	PS-X
11/10/98	Twisted Metal 3	989 Studios	PS-X	11/25/98	Kensei-Sacred Fist	Konami	PS-X
11/15/98	Carrot Crazy	Ocean	GB	11/25/98	Klingon Academy	Interplay	PS-X
11/15/98	Sesame Street	NewKidCo	GB	11/25/98	Messiah	Interplay	PS-X
11/15/98	Tiny Toons	NewKidCo	GB	11/25/98	Rat Attack	Mindscape	PS-X
11/15/98	Twouble	Ocean	GB	11/25/98	Wrecking Crew	Mindscape	PS-X
11/15/98	Glover	Hasbro	N64	11/30/98	A Bug's Life	THQ	GB
11/15/98	SCARS	Ubi Soft	N64	11/30/98	AirBoardin' USA	ASCII	N64
11/15/98	Animaniacs Ten Pin Alley	ASC	PS-X	11/30/98	Clock Tower 2	ASCII	PS-X
11/15/98	Army Men 3D	3DO	PS-X	11/30/98	Superman	Titus	PS-X
11/15/98	Capcom Generations: Street Fighter Collection V2	Capcom	PS-X				

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Video Game Trivia Answers:

1. Taito
2. SingleTrac
3. Eidos
4. Horace Grant and Scottie Pippen
5. Turok 2: Seeds of Evil

Name That Game Answer:

Fantastic Dizzy



Blue Stinger

Q4 '99 - Dreamcast



Bust-A-Move 4

10/98 - PS-X



Castlevania 64

3/1/99 - N64



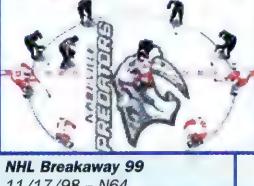
Fox Sport's College Hoops

11/10/98 - N64



Lego Racers

Q2 '99 - N64



NHL Breakaway 99

11/17/98 - N64



Nightmare Creatures

11/10/98 - N64



VR Football 99

10/28/98 - PS-X





Have you ever dreamed of meeting the people who actually make the video games you play? Well, now your dreams can become a reality in GT Interactive and Game Informer's Ultimate Rogue Trip Vacation. The winner and a guest will jet to Salt Lake City, Utah – home of SingleTrac – for three days and nights of fun. First stop, SingleTrac's development studios where the winner will get a chance to meet the team behind Rogue Trip, and sit in on the planning sessions for Rogue Trip 2. Second stop, SNOWBIRD ski resort for a day on the slopes complete with 100 bucks spending money.

Grand Prize (1 Winner):

Trip (for two) to Salt Lake City, Utah, Day with Rogue Trip Development Team, 2 full-day lift tickets to SNOWBIRD ski resort, \$100 Cash, & 1-year subscription to Game Informer Magazine.



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1. TO ENTER: No purchase necessary. To enter, send your name, address, zip code, age, telephone number, on a post card. Send entries with proper postage affixed to GT Interactive Software Rogue Trip Sweepstakes, c/o GTIS, 417 Fifth Avenue, 8th floor, New York, NY 10016. All mail entries must be postmarked by 12/01/98, and received by 12/21/98. Limit one entry per person. No mass entries and reproductions will be disqualified. GT Interactive Software Corp., its subsidiaries and affiliates ("Sponsor") are not responsible for lost, late, misdirected, postage due entries or entries not received in time for the random drawing. Mutilated or illegible entries will be disqualified.

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3. PRIZES AND APPROXIMATE VALUES: One (1) Grand Prize winner will win a trip for two to Salt Lake City, Utah, which includes two round-trip coach class airfare to Salt Lake City, Utah, hotel accommodations (2 rooms) for 3 nights, two full day lift tickets (including ski rentals for two) to SNOWBIRD ski resort, \$100 spending money, a visit with the Rogue Trip development studio Single Trac (only if trip is taken by April 30, 1999) and a one year subscription to Game Informer magazine (ARV: \$2,000). All travel details will be at Sponsor's discretion. The trip must be completed within one (1) year of acceptance of prize. Prize will be forfeited if winner is unable to travel during designated time. Winner and guest are responsible for all meals, gratuities, transportation and any other expenses not specified herein. Three (3) First Prize winners will receive a PlayStation game console, a copy of the Rogue Trip game, a Rogue Trip T-shirt and a one (1) year subscription to Game Informer magazine (ARV: \$230). Ten (10) Second Prize winners will win a copy of the Rogue Trip game, a Rogue Trip T-shirt and a one (1) year subscription to Game Informer Magazine (ARV: \$80). Limit of one prize per person or household and no transfer of prizes by winner will be permitted. If any prize is unavailable, another prize of equal value will be awarded. All prizes will be awarded. The Grand Prize Winner shall have the option of receiving the approximate retail value of the prize (up to \$2,000). Winners shall be notified by mail and/or telephone.

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Second Prize (10 Winners):

Copy of Rogue Trip, Rogue Trip T-shirt, & 1-year subscription to Game Informer Magazine.



There's no purchase necessary to enter, so this is one sweepstakes you won't want to miss. To enter, send your name, address, zip code, age, and telephone number on a postcard to:

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Rogue Trip Sweepstakes
c/o GT Interactive Software
417 Fifth Avenue, 8th Floor
New York, NY 10016

Remember: All entries must be postmarked before December 1, 1998 so move quickly!

Nintendo 64 Review

- Size:** 128 Megabit (With Battery Backup)
- Style:** 1 to 4-Player Fighting
- Special Features:** Over 60 Wrestlers; 700 Animation Frames Per Character; Virtua Fighter-Styled Replay; Costume Editor; 40-Man Battle Royale; 6 Belts & Rings; Quick Match Option
- Replay Value:** High
- Created by:** Asmik/Aki Corporation for THQ
- Available:** Late October for Nintendo 64

Bottom Line: **8.75**



*Ric Flair
If someone gets in trouble, then a run-in is a must.*



The Diamond...No...Dallas Diamond...No...Who cares?! The DDP!!!



I can't believe it! This little blue guy I found fits in my hand. Outstanding!



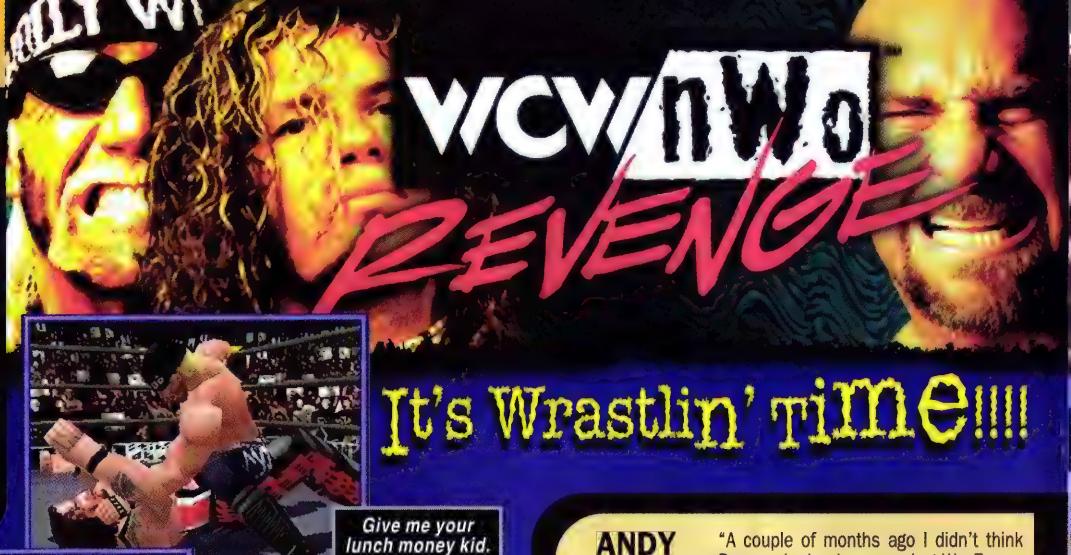
Stop! In the name of Macho Man Randy Savage. Before you break my...



I hope you swallow that toothpick Hall.



Ew...His armpits are all gooey and wet.



Give me your lunch money kid.

As Raven sat and whined, "What about me?" Goldberg racked up over 100 consecutive wins. And as Goldberg marched flawlessly, Sting changed color and organization. In the WCW, reality mutates by the second, and belts change waists on a daily basis. Viewing all of the television broadcasts and purchasing all of the

pricey Pay-Per-View events is the one and only way to catch everything. Every grapple. Every chair to the face. And every tear-jerking Hogan speech. But sometimes a taping isn't broadcasted (gasp). And in this two hours of missed wrestling, the big picture changes considerably. The Cruiserweight belt switches hands. Ric Flair comes out of retirement. And Goldberg loses his first match. As dedicated as you are, you still missed the biggest happenings of the year.

Well, tell the WCW to blow off. Go on! Scream it!! With THQ's magnificent new release WCW/NWO Revenge, you can create all the excitement yourself, never missing a second of the action. Of course, not all of the wrestlers are in the game, but most of them are. The wrestlers you know, like Nash, Jericho, and Malenko, are equipped with their own flashy personality and moves. Lapaska dances with glee. Hogan strums on his air guitar. And Giant performs his terrifying choke slam. All of the characters feature over 700 frames of animation, counters for almost every single move, and some kind of exclusive special finisher that sends shivers down the spine every time it's performed.

Participating in your own twisted wrestling world is fun, but as everyone found out with last year's World Tour game, your little alternate reality quickly becomes outdated. In Revenge it won't fade too quickly, because you can actually change the characters' costumes and names, and insert them as new additions to the league. You may not get the hot new additions that the "real" WCW does, but you can create even better characters. You just have to have the imagination. Here's an example. Rey Mysterio, Jr. is run down by a truck driven by Macho Man and is sidelined for a year. In his place his evil twin brother, Ray Mysterio, Jr. (whom you created), comes in and forms a green NWO federation.

Revenge offers up unlimited possibilities and the same classic action of World Tour. The gameplay has been upgraded to feature new combos and moves. Weapons can now be taken inside the ring. Run-in characters will come to your aid. All of the real belts and arenas are here for your exotic fantasies and undying pleasures. And to top it off, all of the data is saved to an internal battery, meaning no controller paks are needed. Oh yeah. It's also one of the best 4-player games on the market. Go get 'em! It's wrastlin' time!

ANDY

THE GAME HOMBRE

Concept	9
Graphics	9.25
Sound	7.75
Playability	8.25
Entertainment	9

8.75

OVERALL

"A couple of months ago I didn't think Revenge had a chance against War Zone - Acclaim's new engine was just so intuitive. But now that Revenge is complete, I'd have to give the nod to Revenge. There are just so many wrestlers, and unlike last year's game, this game is really refined. There are tons of special moves, the run-in characters add a whole new dimension to the game, and there are so many reversals that you can't help but have fun. Then there are the subtle things, like the taunts and the pain-induced twitching. It all adds up to a highly entertaining game that shouldn't be missed by wrestling fans."

PAUL

THE GAME PROFESSOR

Concept	9
Graphics	9.25
Sound	8.5
Playability	9.25
Entertainment	9

9

OVERALL

"The first few times I played through the game I found it was a lot like last year's version. Veterans of World Tour will rip through the Championships on the easy setting, but the higher settings are far more challenging (something that was absent last year). I would have liked to see a few more additions to the playcontrol. The variety of counter moves is nice, but this game is in dire need of a few more user-controlled specials. Graphically, the moves are more detailed and the huge variety of characters far exceeds the predecessor. By far, the ultimate test of the game is the multiplayer action and it is again rock solid. Matches turn at the blink of an eye and long, grueling bouts are frequent. A must for any WCW fan, Revenge is a very worthy and well-done sequel."

REINER

THE RAGING GAMER

Concept	8.75
Graphics	8.75
Sound	6.5
Playability	9
Entertainment	9.25

8.5

OVERALL

"Revenge is nothing more than an update of last year's World Tour. But what an update it is. Over 60 wrestlers present awesome new moves, tons of counters, and celebration animations galore. The gameplay is once again very solid, and loaded with great new features like the run-ins, combos, and ability to bring weapons into the ring. The character models are still a tad disjointed and poppy, but the overall look of the textures in the characters, ring, and crowd are greatly improved. The new costume editor is alright, but it's really a pile of junk when compared to War Zone's create-a-wrestler. But overall, WCW is the better game. The gameplay is much smoother and there are sooo many more character choices. Plus, the 4-player absolutely rocks."





Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 10 Cars (Possibly More Hidden); 9 Tracks (Possibly More Hidden); Tons of Shortcuts; High-Flying Madness; Huge Explosions; Create Driver
- **Created by:** Midway
- **Available:** November 13 for Nintendo 64

80% Complete

Which Way Do We Go?

When it comes to N64, there's a whole lot of racing going on. But few of these games ever achieve any notable success. Midway's San Francisco Rush was one of the few, and adrenaline junkies are craving the next installment. Sure, the control in SF Rush was a little on the maddening side, and the graphics weren't quite up to what should be expected, but the game brought people back for more. It was just too easy to get addicted to the insane jumps and multitude of difficult secrets.

Rush 2 is a step up, and features 9 tracks to start with, as well as 10 cars. There are probably more hidden, if history is any indicator. New to this installment is the ability to customize cars. Twelve different types of tires, 15 different paint colors, many different horns and engines, choice of torque as well as transmission type, allow the player to optimize his or her vehicle. But most things come with a price, and you can be sure one adjustment affects another. For example, by altering the durability, the acceleration changes. By changing the tire type, the car's drift and control aspects are affected.

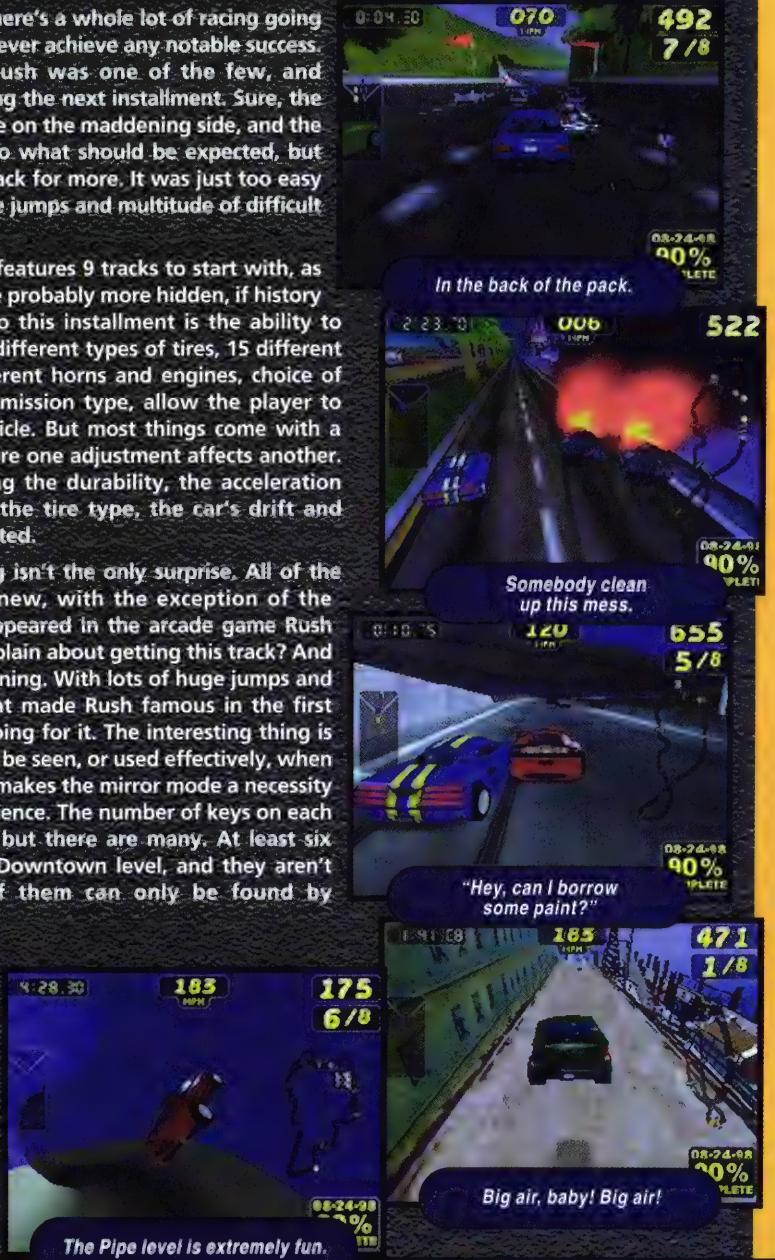
But the car tweaking isn't the only surprise. All of the tracks are completely new, with the exception of the Alcatraz track, which appeared in the arcade game Rush The Rock. Who's gonna complain about getting this track? And the new courses are entertaining. With lots of huge jumps and the trademark shortcuts that made Rush famous in the first place, this game has a lot going for it. The interesting thing is that some shortcuts can only be seen, or used effectively, when going a particular way. This makes the mirror mode a necessity for the complete Rush experience. The number of keys on each level hasn't been finalized, but there are many. At least six keys are on the New York Downtown level, and they aren't all easy to find. Some of them can only be found by wandering aimlessly.

Also new in Rush 2 is the Create Driver option. With this option, you can start a character and record all of the stats. The driver can be used in Circuit, as well as single races. Then, you can take your created driver and pit it against a friend's creation, allowing for more heated competitions.

So here we go. Can Rush 2 attain the success of its predecessor in the increasingly crowded N64 racing market? Can it addict hundreds of thousands more, as the first did? Game Informer will give you the goods come next month.



Although drafting does not help in Rush 2, it still looks cool.



The Pipe level is extremely fun.





If your normal weapons and attacks don't make the grade, then unleash the magic.



Link can purchase masks to wear or give to specific people.



The fairy Navi is Link's sidekick. Listen to her closely.



Enter the market during different times of the day to unlock different events.



By hitting Z you can lock onto an opponent.

As young Link races to free Princess Zelda and save the kingdom of Hyrule, Nintendo itself is racing to beat the clock and release *The Legend of Zelda: Ocarina of Time* on the "promised" date of November 23. This is the first time Nintendo is attempting a simultaneous launch for the U.S. and Japan. Japan will get this monumental game on November 14, and here in the States, we will receive it a week later. However, this is not the first time Nintendo has promised a release date. Remember Conker's Quest? The 64DD? Earthbound? Mario RPG? All of these games had "set-in-stone" release dates (just as *Zelda* does now), but then slid at the last moment.

Already, *Zelda* has been delayed more times than we care to count. True enough, it was announced as one of the first games for the Ultra 64. Yet, we wait. For three years we have waited and waited as our mouths water. If *Zelda* is delayed until next summer, do you think you can forgive Nintendo and keep on waiting?

At this year's E3 we were very skeptical, and questioned whether Nintendo could finish the game in time. Only a few segments of this supposedly massive title were shown, and Miyamoto even admitted that not one of the levels we played was complete. He made this statement with only five months of development time left. Coupling this information with Nintendo's release record creates horrible odds. Disastrous odds. Odds that had us believing that Nintendo's "promises" were all smoke and mirrors, and there was never going to be a 64-bit *Zelda* adventure. Ever.

Three months later, Nintendo made us true believers. Born again N64 gamers. And above all, sleepless until November 23. In late August the Game Informer staff was invited to Nintendo's Redmond, WA headquarters to see what Miyamoto calls the best game he has ever made. Now keep in mind, Miyamoto is the mastermind behind most of the *Zelda* and *Mario* games, which we believe rank as some of the best games ever made. *The Legend of Zelda: Ocarina of Time* will more than likely find a home near the top, if not at the peak, of this list. It's looking great. So here's our report, but be warned — many secrets are revealed. Read at your own risk.

As we entered the Nintendo conference room, our hearts were beating wildly. Nintendo simply sat us down in front of a 32-inch screen and turned the game on. *The Legend of Zelda: Ocarina of Time* logo appeared with Link riding a horse behind it. We wept, clutched at our rapidly beating hearts, and perspired profusely. We soon regained control, pushed the Start button, and entered our name into one of five different save files. The game began, and to our surprise, the intro was drastically different from the one we had viewed at E3. It still started off with Ganondorf riding out of the castle on a horse, but Zelda was not his hostage and Link didn't try to hide next to the drawbridge. Ganondorf focused his blood-red eyes on Link, then gave a sinister smile. Link screamed and woke up in his Kokiri Forest home. It was all a nightmare! Suddenly, we didn't have any clue about what to do next. We crawled out of bed and left Link's tree house. Immediately afterward, we were greeted by one of Link's friends, then granted complete freedom to explore.

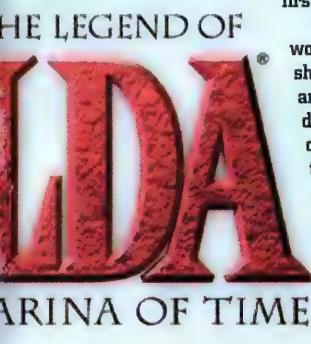
At this point, we messed around and figured out the controls. We first checked out the general movements. Like Mario, Link can walk, jog, and run. Hitting button A makes him leap and roll while sprinting, or jump forward when at the edge of a platform. The Up C button is the first-person Link cam (for looking only), and also Link's fairy sidekick's "call button." When it flashes in the corner and says Navi (the name of the fairy), you press the button, and she gives you some useful advice. The Left shift button toggles the map on and off. Hitting the B button draws your sword. And holding Z brings the game into a letterbox combat mode. In this strange gameplay mode, Link locks onto whatever enemy he plans to attack (or watch), always facing it. Also, if you hit the A button with one of four different direction presses, Link performs a number of special moves. Up makes Link leap and strike. Down makes Link backflip out of the way. And Left and Right are Link's quick evasive strafes.

With the drawn sword, we walked around and chopped at everything we could. Much to our satisfaction we found Link cutting down plants and vases, revealing Health Hearts and green, blue, and red Rupees. Also, without his sword drawn, he could simply unearth the plants and vases and throw them. Ultimately, the basic control is very much like that in *Zelda 3*, but with the addition of Street Fighter-like movements and button presses to produce special moves and combos like Link's returning "whirling blade" technique.



Most of the bosses are very familiar.

When the time came to actually accomplish something, about an hour had passed. (Yes, Zelda's just as fun as Mario 64 in the "walk around and do nothing" category.) The first mission was to visit the large Deku tree. The tree is located within Link's village, but a bully elfling wouldn't let us get to it until we first purchased a shield from the item shop. So we headed through the firefly-lit forest and gathered enough cash to buy the wooden shield. What a purchase! By hitting the Right button, Link brings out his shield. You can then walk and block by holding the Right button and Z, or duck and block by holding the Right button and Down. With this wooden wonder we confronted the Deku tree. Here, the first cinema (since the dream at the beginning) showed Link talking to the gigantic diseased tree. The tree asked us if we would help him. We answered "yes." His mouth then opened, revealing the entrance to the first dungeon.



ARINA OF TIME™

The Gaming Event of the Year

for a while, we ran across both a ranch owned by characters who look just like Mario and Luigi as well as a market square. The market square was amazing. You could talk to the village folk and play with the chickens forever. Just don't attack the chickens or light them on fire, because they get mad and swarm upon you in great numbers until you die.

Anyway, the market also offered bonus games, like bowling and shooting with your slingshot. These games reward you with more cash and one-fourth of a Heart container. The market was also home to a path leading to Hyrule Castle. But you don't enter through the castle's main gate. The guards are protecting Zelda, so you have to go through the back door by ascending a vine, sneaking past guards, diving into a moat, and then crawling through a little hole in the castle wall. You then need to pass by a series of guards, until you come to Zelda. She says she had a dream about you, and teaches you the first song on your Ocarina. Hmmm... The plot thickens.

This is when the game really explodes and shows its impressive size. Ken Lobb of Nintendo said, "A 40 hour game this is not. But rather, think much larger, like 60 or 100 hours." We believe him. As we traveled around the landscape, we uncovered many secrets that gave us a bigger wallet to hold more Rupees, fought the Dogongo in the second dungeon, met new aquatic and rock-creature races, unlocked magic attacks, and grooved to the tunes that have been recycled from all three Zelda games.

From here we won't give away too many more BIG secrets, because we don't want to ruin the game. So here's just a couple more highlights. There's fishing, and the shopkeeper who runs the fishing pond even asks if you have Rumble Pak support to "enhance" the fishing experience. The Rumble Pak also comes into play in a real cool way later in the game. It shakes for secrets, baby! There's also a way to time travel that involves the Ocarina songs, Spiritual Stones, and a mystic sword. In the future, all of the places you visited have changed. Drastically changed. The market is now zombie infested, and Death Mountain holds Ganondorf's mighty castle. Also, you will have to solve many riddles in the past to access stuff in the future. The horse, for example, needs to become your friend in the past, before you can confront and ride it in the future. If it doesn't recognize you, the horse simply runs away.

Okay, that's enough for now, but start getting excited because the gaming event of the year is coming in the shape of the Triforce and Zelda 4.



Nintendo 64 Preview

- **Size:** 256 Megabit (With Battery Backup)
- **Style:** 1-Player Action/Adventure
- **Special Features:** Day & Night Changes; Minigames; Fishing; 2 Time Periods (Featuring Young & Teen Link); Horse Riding; Special Moves; Magic; Item Shops; Classic Soundtrack & Characters; Rumble Pak Compatible (Use Is Very Unique)
- **Created by:** Nintendo
- **Available:** November 23 for Nintendo 64

85% Complete



With the target lock, you can pinpoint enemies from any direction.



Cinematic cutscenes are everywhere.



Link departs his tree village and leaves his best friends.



You'll even travel to an aquatic city.

Nintendo 64 Preview

- Size: 256 Megabit
- Style: 1 to 4-Player Action
- Special Features: 6 Worlds Consisting of Task & Mission-Based Levels; 24 Weapons; 30 Enemies; 4 MB RAM Pak & Rumble Pak Compatible; Massive Boss Creatures; 4-Player Deathmatch; New Storyline
- Created by: Iguana Entertainment for Acclaim
- Available: October 20 for Nintendo 64

95% Complete



Time to Bloom



Perhaps you've seen the demo of *Turok 2* currently on display at every major retailer across the country. Even though this demo isn't utilizing the 4 MB RAM boost for Acclaim's patented Hi-Rez graphics, and even though we couldn't help but notice a little chug, and even though the screen was being held for ransom by an Acclaim watermark the size of a fried egg, and even though the gore factor was nonexistent, we still couldn't get enough of *Turok 2*.

Turok 2 won't be as big as *Zelda*, but it's still friggin' huge. The first world contains three levels that will take a good chunk out of your day to complete. But the first time you go through a level, you won't necessarily be able to access every area. After completing a level, you can return to it later with a talisman to unlock areas that were previously off-limits. In addition to all of this 1-player acreage, there are also 12 multiplayer levels to compete in. And as you may already know, *Turok* now has 4-player capabilities.

Like the first *Turok*, *Seeds of Evil* contains a blend of indoor and outdoor areas. One minute you're in a narrow cave being

pestered by small, meat-snacking lizards, and the next you're on a small, wooden walkway that's glued to the side of a huge cliff with an open sky and dinosoids above. Sometimes if you look towards the sky, you might be able to see a few seagulls in the distance gliding gracefully through a calm summer sky. We found it so breathtaking that we pulled out the magnum and blasted away. And you know what? You can actually nail those little buggers.

This time around, *Turok* adds mission objectives to help guide you through the game. So far, this has resulted in hitting a lot of switches, finding three separate power cells in order to activate three distress beacons, protecting prized objects from enemies at all costs, and even rescuing little children imprisoned in wooden cages. When you rescue a child, she will stop crying, smile, and deliver a "Thank you, *Turok*" that is so sincere it actually warms the heart. Who would have guessed that this gore-heavy deathfest could also give you the warm-fuzzies?

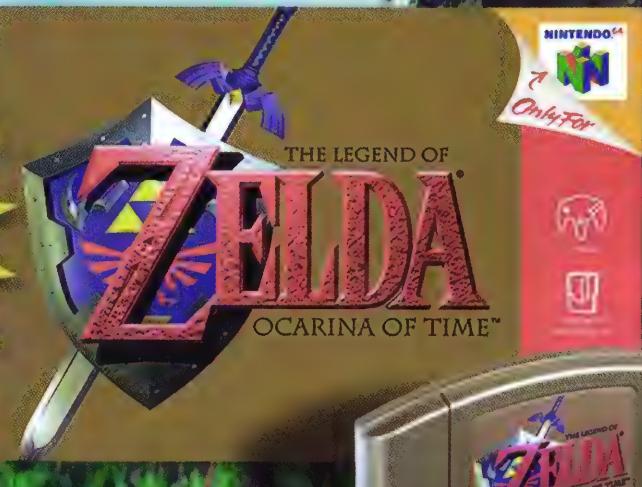




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Nintendo 64 Preview



- Size: Unknown
- Style: 1 to 4-Player Action/Shooter
- Special Features: 1st-Person View; 4-Player Deathmatch; GoldenEye Engine; More Objects, Weapons, Gadgets, & Enemies; Improved AI; Exotic Locations; Controller & Rumble Pak Compatible
- Created by: Rare for Nintendo
- Available: Spring '99 for Nintendo 64

60% Complete

CAN'T HARDLY
WAIT



CAN'T HARDLY
WAIT

Many already know that Perfect Dark is being developed by Rare, the company that made GoldenEye 007. In fact, Perfect Dark will use the same engine. Many also know that GoldenEye was a highly sought after game that was sometimes incredibly difficult to find. With this knowledge, one thing is clear – get your copy of this game as soon as it comes out or be left out in the cold.

Although many facts about Perfect Dark are unknown (like the cartridge size), not everything is shrouded in mystery. The story goes like this. The year is 2023 and the hero, Joanna Dark, is a gifted special agent who must rescue a kidnapped scientist of the monolithic dataDyne Corporation. Joanna discovers that dataDyne is involved in a conspiracy that spans the globe and history, going back hundreds of lightyears. In her missions, Joanna visits locations such as the towering skyscrapers of Chicago, the caverns of a subterranean lab, an Air Force base, and an alien crash site (no, it's not area 51) in the bone-crushing depths of the Pacific Ocean.

Rare, as expected, has promised that Perfect Dark will have everything found in GoldenEye (minus the Bond license) and more. With its improved AI, more mission objectives, and new weapons, Perfect Dark will be desired by every serious GoldenEye fan.



46

Nintendo 64 Preview



- Size: Unknown
- Style: 1 to 4-Player Action
- Special Features: 2-Player Cooperative Quest Mode; 4-Player Deathmatch Mode; Jetpack; Changing Climate Conditions; 3 Playable Characters; Controller & Rumble Pak Compatible
- Created by: Rare for Nintendo
- Available: 1999 for Nintendo 64

60% Complete

UP, UP, AND
AWAY!



Rare's upcoming title, Jet Force Gemini, is building quite a buzz amongst gamers. The screenshots we've seen so far seem to confirm that this game should be a top title.

Here's the rub: the evil tyrant Mizar is conquering galaxy after galaxy in a powermad quest for domination of the universe (isn't that always the way?). Our heroes Juno, Vela, and Lopus the Dog (named after a popular disease of the 1980s, Chronic Lupus), collectively known as Jet Force Gemini, decide to fight back. Their mission: Kick Mizar's megalomaniacal booty back into the wormhole he crawled out of.

Jet Force Gemini offers both 2-Player cooperative mode, and a 4-Player hunt and hide mode, as well as puzzles and obstacles that make this game more than your average shoot-'em-up. Use your arsenal of weapons and special power-ups to fight off hordes of enemies equipped with some wicked AI. The 3D environments boast real-time lighting, dynamic reflection, and fast-changing climate conditions. Cinematic cutscenes add depth to the storyline and provide a breather from the intense action.

Here are the latest screenshots from Rare. Stay tuned to Game Informer for the inside dope on Jet Force Gemini.



“A fully-loaded fighter...a new kind of fighting game”

-Nintendo Power

“Very unique fighter...the originality shines”

-EGM Players Guide

“Innovative gameplay and variety”

-ign64.com

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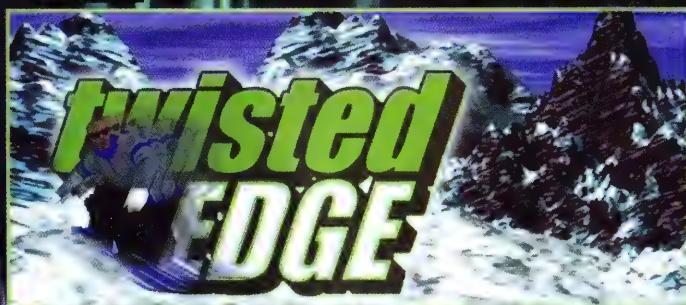
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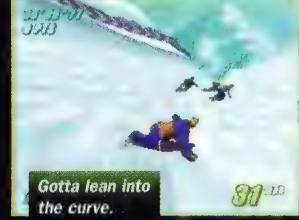
Crossing the obligatory rope bridge.



13 miles per hour. Wow.



Falls affect the outcome.



Gotta lean into the curve.

Andy, The Game Homicide

"This game McSucks! Don't even think about renting this game, unless you are looking for a good laugh. If you want snowboarding on the N64 go with 1080."

Paul, The Game Professor

"The only redeeming quality of Twisted Edge is that I don't have to play it anymore. The graphics, control, and tracks are all inferior to 1080. Completely lame."

Reiner, The Raging Gamer

"Twisted Edge is 'straight-up ugly,' heinous beyond belief, and one miserable piece of software that never should have been released. What makes it lame? Everything. From physics to game modes, Twisted Edge fails in every conceivable way. It sucks!"

- Size: 64 Megabit
- Style: 1 or 2-Player Snowboarding
- Special Features: 12 Tracks Plus 4 Big Air Tracks; 4 Characters To Choose From; 6 Boards; Interesting Trick Layout
- Replay Value: Low
- Created by: Boss Studios/Kemco for Midway
- Available: Now for Nintendo 64

Bottom Line: **3.25**

	ANDY	PAUL	REINER
Concept:	4	3	0.75
Graphics:	4	7	5
Sound:	7.5	5	2.5
Playability:	2	3	2.25
Entertainment:	0.25	1	0.25
Overall:	3.5	3.75	2.25

Nintendo 64 Review



The crowd definitely does not agree.



Marking up on defense.



One Too Many

How many is "one too many"? The niche markets are definitely becoming overcrowded. If it's not racing, it's something else. And it doesn't seem to sink through the producers' skulls that sometimes their product is the straw that breaks the camel's back. How many out there need more than one Mario Kart-style game? Didn't think so. Well, the same goes for snowboarding games. Those who picked up 1080 Snowboarding need not look this way. However, for those who did not pick up 1080, but still want to get a snowboarding game, then listen up.

Twisted Edge Snowboarding is here, with 16 tracks, 4 riders, and 6 boards. The tricks are easy to do, except for rotations, which are infuriatingly tough to perform. The gameplay is reminiscent of 1080 Snowboarding, without all those crazy 360 moves that had to be done with the controller, as well as less detail in the graphics. There are rotations, grabs, and an interesting camera angle, especially during a flip. The flips are easy, but they do not rotate with any speed whatsoever. There is no practice mode, unfortunately, but there is a "retry" option on every screen to let you repeat it until perfection is achieved. Have Boss and Kemco done a good job? Do you really need to look at the reviews to see if the game should have even hit the streets?



Someday, it will be mine...



Collecting the loose puck.

Reiner, The Raging Gamer

"NHL 99 is nothing more than last year's PS-X game with subtle improvements like deteriorating ice, and a shot meter. For fans not in the know, this game is fantastic. The gameplay is very solid and moves at lightning speeds. It's a must-have that blows away any hockey currently on the N64."

Paul, The Game Professor

"This is merely a port of last year's PlayStation game, so I'm fairly disappointed. Even so, this sets the new standard on the N64. A solid game that any hockey fan will enjoy, but if possible, go for the PS-X version."

Jon, The Greedy Gamer

"I went nuts for NHL 98, but the control on N64 isn't as tight, the sound is pathetic (it's that bad), I definitely wanted a graphics upgrade, and companies should foot the bill for battery backup save. If you only own an N64, buy this game the second it comes out, but PlayStation hockey is far superior."

- Size: 96 Megabit
- Style: 1 to 4-Player Sports
- Special Features: New Beginner Mode; Inclusion of 18 World Teams; End of Season Awards; Create, Trade, & Sign Players; Season Requires Full Controller Pak of Space
- Replay Value: High
- Created by: EA Sports
- Available: November 3 for Nintendo 64

Bottom Line: **8.25**

REINER	PAUL	JON
8	7.75	8.5
8.75	8.5	8.5
7.5	6	7
8.5	8	8.75
8.75	8	9.25
8.25	7.75	8.5

Of Ice and Wood

A tradition continues, but does it please gamers? The tradition we speak of reaches far back into the early days of 16-bit, where one system seemed a year behind the other. Genesis had the cutting-edge sports games, and SNES fans had to wait. Sometimes, SNES fans received a comparable game, other times their games were lame. Now, the same thing is happening all over again. The N64 is one year behind the PlayStation in EA Sports products (excluding Madden).

NHL 99 for N64 is nothing more than NHL 98 for PlayStation. Whereas PlayStation owners receive a whole new game, N64 owners get the hand-me-downs. The same thing happened with NASCAR 99 and NBA Live 99, creating a "three-peat repeat" on N64.

That said, NHL 98 won Game Informer's "Sports Game Of 1998" award, and it rocks hard. N64 owners will not be disappointed. Acclaim's Breakaway 98 was a solid game, but NHL leaves it in the dust. When playing from an elevated view, NHL 99 plays a lot like the Genesis carts of old, with a simple 3-button interface. The NHL 99 package comes complete with international competitions, player create options, stats tracking, and NHL end-of-season awards.

There's really no doubt – NHL 99 is a must-have game that embodies classic hockey gameplay. But as an N64 owner, are you happy with a hand-me-down? If not, voice your opinion to EA Sports.

Nintendo 64 Preview



Pogoing is every alien's favorite pastime.

- Size: 96 Megabit
- Style: 1-Player Action/Platform
- Special Features: Large Environments; European Humor; Special Attacks; Power-Ups; Controller Pak Required
- Created by: Ubi Soft
- Available: Winter for Nintendo 64

50% Complete



KILLER 'SHROOMS, DUDE!

Just Ask
George Jones



In the shadows, an old man awaits...
For centuries, the world has been at odds with the funky-smelling tonics sold by so many snake-charmers. Others have had tonic troubles of their own. Just ask George Jones, or George Bush (a little bit too much of the tonic...if you know what we mean). But what happens when the tonic is not of this earth? What's to happen to humanity when Ed accidentally drops an alien tonic on the world?

That's what you must discover as you take on the role of Ed the alien. As Ed you must traverse the world – encountering zany botanical fauna that wants to kill you – in an attempt to clean up the tonic spill. Using Ed's trusty stick, you can (1) shoot enemies with small rocks, (2) swing the stick at enemies, and (3) pogo around. There are probably other, more secret ways to use the stick as well, but we have yet to uncover them. Ed can also swim around in the levels, or fly after acquiring the correct power-up. All of this enables Ed to get in and out and take the tonic back into outer space, as well as right any wrongs that may come from the tonic's spillage.

So, can the creators of Rayman do it again with Tonic Trouble? This game has definitely been under the tools for quite a long time. The cart we received had a lot of bug problems, so many that even an early judgement of the control could not be decided (it kept locking up after 10 minutes or so). So until next month, when we get a better version, enjoy the small sampling of pictures and get ready for some more brain-bending puzzles and crazy jumping action.



A battle with the evil onion.



Entering the sacred halls of the shrine.



Some splishy-splashiness.

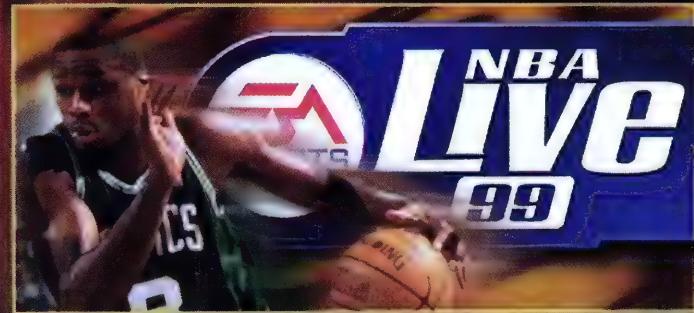
Nintendo 64 Preview



- Size: 64 Megabit
- Style: 1 to 4-Player Sports
- Special Features: Full NBA License; Special Arcade Mode; Direct Passing, Dunking, & Shooting; "NBA on TNT"-Styled Presentation
- Created by: EA Sports
- Available: November 10 for Nintendo 64

70% Complete

Roundball Heats Up on the N64



Finally, after years of waiting, Electronic Arts is beginning to bring sports titles – other than Madden and FIFA – to the N64. Following EA's legendary NHL franchise will be NBA Live 99. Unfortunately, the title is somewhat misleading because the game is a port of the PlayStation version of NBA Live 98. However, there will be some differences. Of course rosters will be updated, but there will also be additions to the Arcade mode. Like on the PlayStation, this mode will feature dunks of incredible vertical proportions, but unlike on the PlayStation, the N64 version will feature blurred ball movement, cartoon sound effects, and fire effects on the net and ball.

Hopefully, EA will also address the AI issues (see pg. 66) regarding Live 98. We felt that it needed work last year, so let's hope that EA fixes those problems before porting it over to the N64. But other than that, we are confident NBA Live 99 will be a solid N64 title. The player models are large, the frontend has practically every option known to mankind, including the best create player to ever grace a basketball game. Plus, Live 99 has tons of game modes to choose from and great control, courtesy of the Direct Passing, Dunking, and Shooting features that allow players to perform with more confidence.

NBA Live proved to be a solid game on the PlayStation, but it will be interesting to see how well it does on the N64, since other basketball games have already established success there, primarily Nintendo's NBA Courtside. Although the competition may dip into EA's ever-increasing profits, it can only mean good things for N64 owners.

PlayStation Review

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Computer Generated (CG) & Real-Time Cutscenes; 24 Levels of Mayhem; Lots of Weapons; Hilarious Voice-Overs; Memory Card Required; Dual Shock & Analog Compatible
- Replay Value: Moderate
- Created by: Sony Computer Entertainment Europe for SCEA
- Available: October 20 for PlayStation

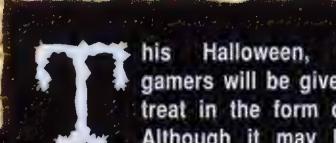
Bottom Line: **8.75**



Collect the cast
and bronze bust
and you can create
a new item.



The Asylum
holds a
Robotron-like
horde of
Zombies.



Sector 9 Fields

The overhead map will take you
anywhere you need to go.

This Halloween, PlayStation gamers will be given a special treat in the form of MediEvil.

Although it may look like a hack'n'slash game on the outside, on the inside it's an adventure game. And quite an adventure at that, reminiscent of Wizards & Warriors and Ghosts & Goblins, but brought to the modern day with spectacular graphics, an intriguing story, and 3D gameplay.

The evil sorcerer Zarok has returned to the land and covered it with his darkest magic. The warrior, Sir Dan Fortesque (pronounced for-tes-cue), has risen from the dead to put a stop to Zarok's reign of terror and avenge his previous death. Though he died by Zarok's hands in the past (which explains Fortesque's gruesome look), this time things will hopefully be different. That is, if he can find his way through the 22 levels of puzzles and pratfalls that await him.

The player travels from level to level by means of an overhead map. But to open up each level, the player must find and obtain certain items (like keys, talisman, and runes), or sometimes even travel back to a previous world to conquer a particular puzzle. Between levels, the player is greeted with fantastic CG movies and real-time cutscenes complete with voice-overs to add to the effect. Much of the game (and the story) is zany, but quite humorous. Fortesque encounters everything: zombies, shadow demons, deadly frogs, crazed pumpkinheads, and dragons.

Sir Dan will also happen upon a few subquests. For instance - the Ant Caves. To enter this level, Sir Dan meets a witch who shrinks him down to the size of an ant. Now he must explore the anthill and find her some amber. But while he's down there he finds some fairies in need of rescuing. There are also multiple item-goals on the levels, because if Dan kills enough enemies on a level, a secret Chalice is unlocked. Find the Chalice and Dan is given passage to the Hall of Heroes. Here, heroes of the past will mock him, but they will also give Dan a number of weapons ranging from crossbows to axes.

This adventure won't be an easy one, but it certainly is one that shouldn't be missed. It comes out just in time for Halloween, and offers an entertaining gaming experience. Not only is it funny, but it's just spooky enough to get you into the Halloween spirit.



The crossbow rips apart the
Pumpkin beast.



Mama's not too happy about
you playing with her eggs.

ANDY
THE GAME HOMEBE

Concept	8.5
Graphics	9
Sound	9
Playability	8.5
Entertainment	8.25

8.75

OVERALL

"MediEvil is a pleasant surprise for the PlayStation. At first I thought I was going to have to agonize over another action game that didn't do anything different from the 10 before, but MediEvil is nothing like any game before it. The story plays a big part in this adventure and is superbly executed with a mix of CG and real-time cutscenes. Plus, the voice-overs are hilarious. And if you are worried about the way this game plays, it's super tight, and features a number of different elements. One level is puzzle-heavy, while the next is a hack'n'slash fest. Overall, this game has the whole package: graphics, sound, and gameplay. This one's definitely going to be a cult hit that adventure fans won't want to miss."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	8.5
Sound	8.75
Playability	8
Entertainment	9

8.5

OVERALL

"Just in time for Halloween comes this cross between Nightmare Before Christmas and Wizards & Warriors. The hack'n'slash fighting is nothing spectacular, but the new weapons and items keep things moving. On the other hand, the puzzles will stump you every so often, as will searching every nook for extra booty. With decent graphics and a comical nature, MediEvil is a serious surprise from the folks over at Sony Europe. It's not one of those games you should rush out and buy, but MediEvil is worth a look."

JON
THE GREEDY GAMER

Concept	8.75
Graphics	9
Sound	9
Playability	9.25
Entertainment	8.75

9

OVERALL

"I am totally surprised. I saw this game two years ago and laughed, it was that lame. Now, MediEvil demands great respect. The work that was done to this title almost boggles the mind. All the CG movies are awesome and the story is well told. I've never been a big fan of hack'n'slash, and even as I watched Andy play, I still thought MediEvil wasn't that cool. But I was totally wrong, MediEvil rocks. The programmers did almost everything right: the gameplay is fast, the items are easy to pick up, the levels are very unique, and the enemies constantly surprise you (some can even steal your weapons, it totally sucks). The creepy Halloween feeling is done perfectly, and the graphics really get your attention. Games like Ninja could learn from MediEvil. Definitely consider this game for a purchase."



PlayStation Review

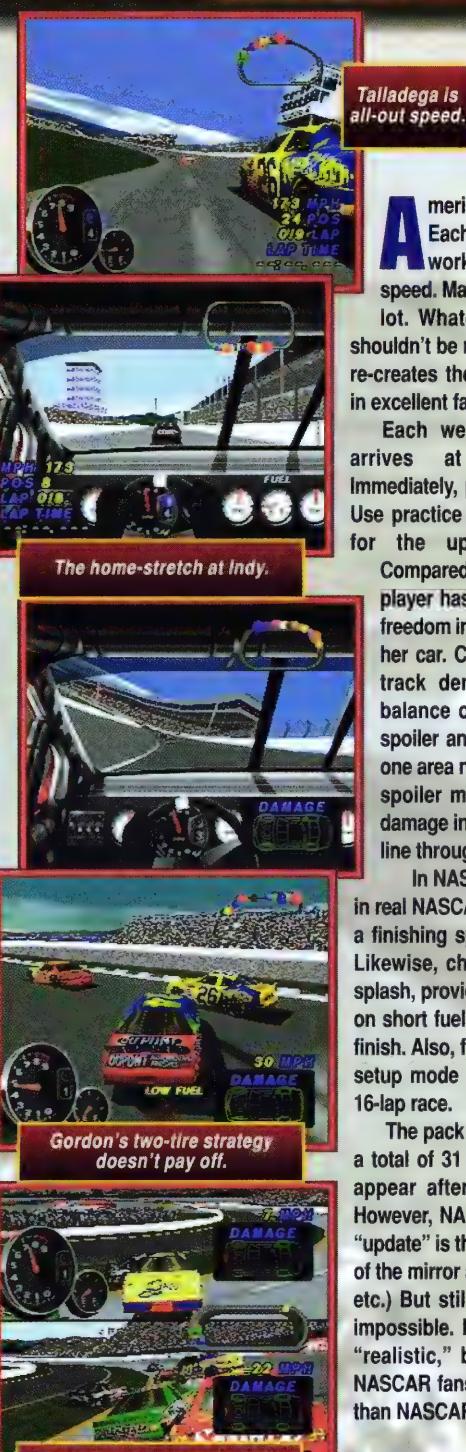
NASCAR 99

The Fascination Continues

"There is no doubt that this is a really fun way to experience NASCAR. You can pick your favorite driver and go for the championship, but this game is not without its little problems. First of all, there is no rearview mirror which is just complete insanity to me. How am I supposed to ward off any would-be passers if I can't see them coming? To EA's credit though, the spotter calling in the positions of the other drivers in your vicinity is pretty cool (it's just like having your own scanner), as is the improved pitting. However, the announcers are pretty annoying. I say drop the announcers and give me a crew chief who helps me set up the car for each track. Now that would be cool. It ain't perfect, NASCAR fans, but it's the best we're gonna get."

ANDY THE GAME HOMBRE

Concept	7
Graphics	8
Sound	7.75
Playability	8
Entertainment	7
OVERALL	7.5



"I've watched Andy and Jon become engrossed with the real NASCAR over the course of the season and I truthfully still can't understand the appeal. That aside, you don't have to be a NASCAR freak to enjoy this game. The options are plentiful and tweaking and testing cars could take much of your time. I threw caution to the wind and just went out to race. The results were fairly successful and the strategy involved was intense. Play with full damage and pits to get the full effect. Otherwise, the arcade mode is OK. The control is precise (especially with the analog) and the car art is excellent. For NASCAR fans, this is a must. I'm not a fan, but this game makes me think I should take in a race next season."

PAUL THE GAME PROFESSOR

Concept	8.75
Graphics	9
Sound	9
Playability	8
Entertainment	8.25
OVERALL	8.75

"This year's NASCAR is definitely better than '98. I'm especially glad there's a short pit setup. However, there is only one option in short pit, which means you can only race about 16 laps. I think the perfect balance would be a 32- to 35-lap race with two pits. Also, I'm bummed on the engine sounds. They may sound more like you're in the car, but who cares, I watch racing from the stands! Furthermore, the no rear-view mirror is weak (the developer said it would have slowed the framerate too much). But NASCAR is awesome because it takes knowledge to set your car up for the entire weekend, and I rarely make up more than a few spots from my starting position. You have to race and pit perfectly to finish in the top five, let alone win the entire season."

JON THE GREEDY GAMER

Concept	8.5
Graphics	9.25
Sound	8.25
Playability	9
Entertainment	9
OVERALL	8.75

America's fascination with NASCAR is at an all-time high. Each weekend, millions of viewers tune in as their heroes work through a grueling race weekend. Maybe it's the speed. Maybe it's the danger. Maybe it's the party in the parking lot. Whatever the reason, NASCAR is an experience that shouldn't be missed, and *NASCAR 99*, from EA Sports, once again re-creates the race weekend in excellent fashion.

Each week, the player arrives at the track. Immediately, practice begins. Use practice to tune the car for the upcoming race.

Compared to last year, the player has twice as much freedom in tweaking his or her car. Conquering each track demands a delicate balance of tire pressure, weight bias, gear ratio, fuel load, spoiler angle, shock sensitivity, and wedge. An adjustment in one area needs to be compensated for in another. Adjusting the spoiler means readjusting wedge and shocks. Plus, taking damage in the race affects the initial settings, forcing a different line through all four turns.

In *NASCAR 99*, there is a new emphasis on pitting. Just like in real NASCAR, pit strategy is often the sole factor in determining a finishing spot. Pitting during cautions can help with position. Likewise, choosing two tires instead of four, or taking only a splash, provides a quicker jump out of pit row. Going the distance on short fuel and tires is risky, but the payoff could be a top-five finish. Also, for those who don't want to race 40 laps, a "short pit" setup mode can be chosen, where racers have to pit once in a 16-lap race.

The pack in *NASCAR 99* is composed of 24 cars, but there are a total of 31 active drivers to choose from. Plus, classic drivers appear after certain season milestones have been passed. However, *NASCAR 99* is not without its problems. One annoying "update" is the loss of the rear-view mirror. Spotters take the place of the mirror and radio in with car locations ("Car High, Stay Low," etc.) But still, fighting as someone tries to pass you is nearly impossible. Furthermore, the new engine sounds may be more "realistic," but they don't come close to the true "thunder" NASCAR fans are accustomed to. *NASCAR 99* is definitely better than *NASCAR 98*, but there is still room for vast improvement. ■

Bottom Line: **8.25**



The Intimidator is off the lead lap.



PlayStation Review

- Size: 2 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: Anime Cutscenes; Real-Time Cutscenes; Both Character & Mecha Combat; Unique Combo & AP Attack System; Spells; Upgrade & Tune Up Your Mechas
- Replay Value: Moderately Low
- Created by: Square Soft
- Available: Now for PlayStation

Bottom Line:

9



As you power up your PlayStation with *Xenogears* inside, as you witness the opening sequence and the battle actions that sweep the screen, as the action finally calms down and the hero Fei is seen painting a picture, Square fans instantly know they've been here before. A chill consumes the spine, a smile braces the lips, and a remix of the *Chrono Trigger* theme blares out of the speakers. Yes, yes, yes, *Xenogears* is everything you'd expect from Square, and is deeply rooted in the company's tradition of storytelling, cinema, and hardcore gameplay.

The story in *Xenogears* will basically blow your mind. Sometimes you'll say, "Hey, that's straight out of *Star Wars*"; or "Wait a second, that's from *Star Blazers*"; or most often, "C'mon, that's a story from the Old Testament!" *Xenogears* draws from so many popular stories and religions, plus so many Square games (both past and present), that it's instantly a game every RPG fanatic must play. There is a Battle Arena (like that in *FF VII*), a carnival (like Leene Square), a tournament (like in *Robin Hood* or *Ivanhoe*), a desert city (just like Jerusalem), the list of recollections seems to go on forever. The story itself surrounds questions of religion, of theocracy, of evolution vs. creationism, and the return of an Antichrist. For some, the religious overtones in *Xenogears* will most likely strike the wrong chords and should be avoided (note: this stands as a warning).

People who grew tired of the long story in *FF VII* may also want to avoid *Xenogears*. There is so much story, and the towns are so large, that some segments of talking and interaction last well over two hours. But the battle action is worth the wait, because *Xenogears* (like parts of *FF III*) lets players explore and fight in huge mecha outfits (called Gears). The Gears can be equipped and upgraded just like the characters themselves, and through the game Gears will learn more advanced techniques and spells. There is no "Materia-like" system. Like in most RPGs, attack combos and spells are gained solely through experience. The attack interface is extremely inventive, and for the sake of space, please refer to the *Xenogears* Play To Perfection (pg. 88) for a complete breakdown.

So how can we possibly explain a Square RPG in one page? It's impossible. If you love RPGs, or if you're just now trying to get into the RPG world of gaming, just make sure you place *Xenogears* near the top of your must-play list. It packs months of gameplay, an excellent battle interface, and a mind-blowing storyline.



ANDY THE GAME HOMIE

Concept
9

Graphics
9

Sound
9.25

Playability
9

Entertainment
9

9

OVERALL

"*Xenogears* is the role-playing event of the year. While it isn't as good as *Final Fantasy VII*, it has just about everything you could want from an RPG. Then throw in the awesome hand-drawn animations to relay the story, plus the Gears, and this game really packs a wallop. The battle interface is also one of the most entertaining to come to RPGs in quite a while. Besides the standard attacks, the use of the combos adds an extra dimension to the gameplay. About the only complaints I have about *Xenogears* are its somewhat linear quest and slightly cheesy look when moving around on the maps. Otherwise, this game offers lots of quest and story to keep gamers playing for hours on end."

JON THE GREEDY GAMER

Concept
9.25

Graphics
8.25

Sound
9

Playability
8.75

Entertainment
9.5

9

OVERALL

"From the minute I heard the *Chrono Trigger* music, I knew this game was for me. Then, the story kicked in, with all its talk of God, the Antichrist, creationism, a race of 'shepherds,' the excavation of ancient mechas – I knew right away I'd be playing *Xenogears* through to the end. I mostly play RPGs on my spare time, and *Xenogears* is the must-play RPG this year. I hate the camera, because you're constantly fighting it to achieve a proper view, and the graphics overall can't touch *FF VII* (the polys are really muddy), but man, you get to cruise around in mechas! Now that's cool! Like the Lifestream segments in *FF VII*, sometimes the story segments in *Xenogears* can be very taxing, but you sit through them because the story's so amazing. If you love RPGs, you should be waiting at the store for this game to arrive."

REINER THE RAGING GAMER

Concept
9

Graphics
9

Sound
8.75

Playability
9

Entertainment
9.25

9

OVERALL

"*Xenogears* is a story-intensive RPG that presents stunning Square artwork and graphics, and a massive quest filled with combat innovations and fantastic scenarios and cutscenes. *Xenogears* also weaves a fascinating tale that takes you deep within the characters' personalities and even deeper into the conflict at hand. But will you approve of it? *Xenogears* relies heavily on controversial religious content. The question is, do you want your children running around the house calling themselves 'the slayer of god'? The rest of the game is as you'd expect – another brilliant work of art by the RPG masters. From general gameplay to combat, *Xenogears* is very user-friendly and nothing short of a great time. It gets my vote for RPG of the year."



PlayStation Review

Silent, But DEADLY!!

"I like this game...I really like this game. Not only are you one kick-butt ninja, but killing in *Tenchi* is one of the most satisfying experiences in video games. Certainly, the control isn't perfect (as a matter of fact it's quite clumsy), and the graphics constantly break up, but playing this game is just an extremely entertaining experience. You find your prey, and then patiently wait for your moment when you can seek up behind them and cut their throat. Hiyah! Plus, the levels, music, and cutscenes are quite impressive. While this game isn't for the faint of heart, gamers looking for a realistic and engrossing ninja adventure won't be disappointed. This game is that good!"

ANDY THE GAME HOMBRE

Concept	9.5
Graphics	8.75
Sound	9.25
Playability	8
Entertainment	9.25
9	OVERALL

In *Tenchi*, conflict reigns over the houses of feudal Japan. Rulers are in a constant battle for more power and have few scruples as to how they get it. Fortunately for the common folk, there is one leader, Matsunoshin Gohda, who wants peace and prosperity for everyone. And as the old saying goes, behind every great man are two great ninjas. The two ninjas, Rikimaru and Azuma, are also the two playable characters in the game, sworn to serve and protect their master to the death.

"The concept of taking the role of a deadly ninja is nothing new to video games, but *Tenchi* is the first to capture the tension and tenacity of martial arts assassins. The game isn't perfect. The voice acting for the heroes is cheesy and the enemy AI is sometimes questionable. Yet, once I started, I had a hard time setting it down. Dropping off a roof and treating a foe to some cold steel is quite impressive. It's also a good reward for all that sneaking around. Like I said, *Tenchi* has a few flaws, but there are tons of closet ninjas and martial arts fans that have to try *Tenchi*."

PAUL THE GAME PROFESSOR

Concept	9
Graphics	8
Sound	9
Playability	8.5
Entertainment	8.5
8.75	OVERALL

"*Tenchi* is surprisingly entertaining. The Japan version left much to be desired, but Activision did a tremendous job porting this title over by enhancing the AI and adding more levels. Overall, *Tenchi* is all about stealth. If you play your hand right, then you'll march completely unnoticed through levels. Sneaking up behind enemies and slicing their throats, using a grappling hook to launch to rooftops, and pulling up and peering around corners are the tactics that you'll need to master. If you can't get the hang of waiting in the shadows, then you can use a thug's approach as well, as *Tenchi* is equipped with a sufficient fighting system. Levels can be conquered either way. The soundtrack is great. The graphics are stunning. And the gameplay is oh so unique. A good purchase and change from the norm."

REINER THE RAGING GAMER

Concept	9.5
Graphics	9
Sound	9.25
Playability	8.5
Entertainment	9
9	OVERALL

- Size: 1 CD-ROM
- Style: 1 Player Action/Adventure
- Special Features: 10 Levels (2 Exclusive to U.S. Release); Over 20 Weapons & Items; Scoring System Rewards Stealth & Cunning; 2 Difficulty Levels; Map; Real-Time Cutscenes
- Replay Value: Moderately High
- Created by: Sony Music Entertainment Japan for Activision
- Available: Now for PlayStation

Bottom Line:

9



PlayStation Review

- Size: 1 CD-ROM
- Style: 1-Player Action/Shooter
- Special Features: 1st & 3rd-Person Perspectives (3 Total Views); 5 Upgradeable Craft; 15 Weapons Including Grappling Hook & Plasma (Plus 4 Non-Player Weapons); 41 Missions; Multiple Endings; Ground-Based Missions; Dual Shock & Analog Compatible
- Replay Value: Moderately Low
- Created by: Psygnosis
- Available: November 3 for PlayStation

Bottom Line: **8.5**

No. Spock. Don't go...into
the warp core!



Oh my! It's an AT-AT with six legs!
(Gasp) Mutate!! Mutate!!!



The SOTAGEC Is With You...Always

How impressive a game is *Colony Wars: Vengeance*? Well, in honor of this title, we've created a new video game term - SOTAGEC. Which breaks down to: State-Of-The-Art Graphical Eye Candy. Seriously, we couldn't stop saying it. How did Psygnosis create that SOTAGEC? Wow! Look at that SOTAGEC! *Vengeance* is the kind of game that tickles Star Wars fans down there (if ya know what we're talkin' about) by combining intense "I'm gonna step on your face action" with...well...SOTAGEC.

Obviously, Psygnosis didn't need to improve the graphics with this title. The look in the original *Colony Wars* is still a hop, skip, and jump ahead of any other PlayStation Star Wars...er...space combat game. But then again, this wouldn't be a "true" sequel unless both the look and gameplay were somehow enhanced. And yes, Psygnosis did ample revamps to both of these categories.

From the graphic standpoint, *Vengeance* features explosive new effects. Like the ultra-magnificent explosions that erupt all around you and send waves of rubble deep into space, and the blinding engine glares that literally turn the gameplay screen completely white when they come into your field of view. Consistencies have also been added to the decals and designs of all League ships.

To enhance the gameplay, Psygnosis really had to overhaul the design. It added a ton of new mission objectives to keep you enthralled and perplexed throughout the night. The most notable of the new missions are traitor scans, supply transfers, ground-based sorties, and reactor runs on large bases that from a great distance look remarkably like small moons. Of course, the necessary upgrades are included in the form of several new weapons including a grappling hook, and yes, the highly-overused concept of evil aliens...or do they come in peace?

Use the grappling hook to move supplies.



ANDY

THE GAME HOMBRE

Concept **8.75**

Graphics **9.25**

Sound **8.5**

Playability **8**

Entertainment **7**

8.25

OVERALL

"Graphically, *Vengeance* is a monster. The ships, planets, and explosions are all a delight to the senses. Then, throw in an interesting story that is delivered with well-produced FMVs, and *Vengeance* has a lot going for it. As far as the gameplay is concerned, the control is right on; but overall, the missions and objectives are just mediocre. Maybe it's just my bias against flight games, but the action never really gets my heart pumping. For fans of the genre though, the new ground missions are an excellent addition, and the bosses are very cool. I don't think this title is for everybody (especially with all the great games hitting the market), but fans of *Colony Wars* will not be disappointed."

PAUL

THE GAME PROFESSOR

Concept **8**

Graphics **9.25**

Sound **9**

Playability **9**

Entertainment **8.5**

8.75

OVERALL

"If you have conquered the trials of the first *Colony Wars*, you're definitely in for a treat with the next installment. The graphic effects are even more spectacular and it's apparent from the start that attention was paid to every detail. The only complaint I have with the graphics is with the radar. The small blips that represent enemies are hard to pick up in certain situations. I really like the variety of missions which are more than just a series of dogfights. While some missions do require some good timing and plenty of trial and error, there is plenty of incentive to keep trying. Those seeking a good space combat game should look no further."

REINER

THE RAGING GAMER

Concept **7.75**

Graphics **9**

Sound **8.25**

Playability **8.75**

Entertainment **7.75**

8.25

OVERALL

"Here's your only PlayStation space combat option. Really. There's nothing else to play that is remotely like an epic Star Wars space battle. However, if you didn't like the gameplay in the last CW game, then you're still out of luck. *Vengeance* features the same play and combat physics, with improved explosions and effects, a new targeting system, and more options in weapons and missions. Personally, I like the gameplay in CW. The controls are loose and intuitive, and dogfights are very intense and easy to navigate. Plus, confronting massive space stations and zooming around the hull of a frigate is quite a thrill. Still, I think this series needs some personality and story direction. Could this new Mertens character be any more detached from humanity? What a boring main character!"

PlayStation Review



Walkin' the Beat in 2100

"Future Cop kicks large amounts of butt. It was originally going to be a Strike title, but it turned out to be a nice in-between. There is the classic challenge – the only save points are between levels. The control is excellent – I really like the targeting system, and the general movement of the vehicles. And the graphics rock. I'm bummed that Future Cop is such a linear game, there's really only one way to do each mission. I also miss the ambiguous intel updates that made Strike so much fun. But Electronic Arts took this game in a new direction and I feel it succeeded. The 2-player mode is killer, the explosions and weapons are really cool, and mowing down 50 drug lords at a time in the 'Crowd Control Cam' gives you an awesome feeling of power."

JON
THE GREEDY GAMER

Concept
8.25

Graphics
9

Sound
8

Playability
8.75

Entertainment
8.25

8.5

OVERALL



Ponch and Jon are Future Cops... Saturdays, on CBS.

PAUL
THE GAME PROFESSOR

Concept
8.5

Graphics
8.75

Sound
8.75

Playability
8

Entertainment
8.5

8.5

OVERALL

"I'm sure you've heard the story, Future Cop was originally planned to be a sequel to EA's Strike series. This game bleeds Jungle Strike. From the destructive weapons to the screaming little infantry men, Future Cop is a more confined Strike game with a mecha. The action is intense and the difficulty steep, but the camera angles sometimes make the game confusing and hard to control. In addition, some of the level designs are out of someone's bad imagination of the future. As a huge Strike fan, I can overlook some of the downfalls because it packs plenty of action. Give it a look."

REINER
THE RAGING GAMER

Concept
8.25

Graphics
8

Sound
8

Playability
8.5

Entertainment
8

8.25

OVERALL

"Future Cop succeeds in giving you plenty of firepower and a ton of targets. And as with shooters, you play this action/strategy game with the fire button held down, blasting everything until you run out of ammo. You then retreat from the current mission (all are quite tough and creative) and hunt for more weapons. The Strikes have always featured a perfect blend of the two Ds – destruction and difficulty. Future Cop continues this tradition as a ground-based sci-fi spin-off of the series. The bipedal transforming vehicle is cool and equipped with fluid controls and awesome weapons. The game itself is loaded with decent graphics, great voice-overs, and a complex 2-player game. The only problem is the isometric view that doesn't show all the action ALL of the time."

It used to be that cops walked the beat swinging their clubs, cleaning up corners, and arguing about where to get the next cup of coffee. In the year 2100, things have changed considerably. Sure, cops still sip java, but now it's within the comfort of a fully optimized mecha! No more bullet-proof vests, no more rain slickers, no more heavy-leather boots. The cops in 2100 are high-tech, because the future is different. In the year 2100, organized drug gangs control LA, and have proliferated into a vast web of castle-like communities, defended by hordes of incredibly advanced bio-mechanical weapons.

Well, the cops decide they've had enough. As a future cop, your mission is to take your mecha into the heart of gang territory, dismantle the operations, and kill everything in sight. Sometimes, if you happen upon a whole host of human enemies, Future Cop switches to a "Crowd Control Cam," which brings the view up close as you torch hundreds of ruthless drug thugs with a powerful flamethrower. The drug thugs scream, burst into balls of flame, then flail about in utter agony. Ahhh, the sweet taste of justice.

But if you have to get somewhere quick, simply transform your fully optimized mecha into a futuristic cop car. The change takes only a brief moment, and soon you're screaming through the city streets. Both the car and the mecha have the same three weapons, which can be chosen prior to each mission. Furthermore, both vehicles have great lateral mobility, and gameplay is an exciting mix of graceful strafing and circling.

The weapon setup is very similar to EA's previous Strike titles. Different weapons are mounted about the vehicles, and careful resource management is needed to survive each deadly mission. Your vehicles don't need fuel, but you can repair armor and recharge weapons at the handy police depots. Now, we've saved the best for last. Unlike any of the Strike titles, two players can play Future Cop at once, in either cooperative or deathmatch mode! Yep, Future Cop packs a big wallop, and the 2-player strategy deathmatch is unique, but will action fans accept it in place of a more complicated Strike? Let's find out.



Here's a nice view of your unit.



Some of the enemies are mutant critters.



Death from the skies.



Rise'n shine big guy.



Kaboom!!!



Looking for Action...and a Fight

DUKE NUKEM TIME TO KILL

"There's no doubt about it...this game should have been called Duke Raider. The level designs and playcontrol are straight out of Lara's playbook, but the attitude is most definitely Duke. Besides his numerous vulgar and smart aleck remarks, Duke will delight you with such high-brow animations as Duke shakin' it dry after a visit to the head. But there's more to Duke than just the humor - the game does have a number of unique control elements including the ability to climb up chains, and a peek-around-the-corner move that comes in handy for blasting enemies. While this game certainly has its little hang-ups, this super-macho version of Tomb Raider will delight fans of the genre."

ANDY
THE GAME HOMBRE

Concept	8
Graphics	8.75
Sound	9
Playability	8.25
Entertainment	8.25
8.5	OVERALL



Once again, Duke cheats death.

Eat lead, lizard boy!

Don't fear Duke fans! Although Duke has switched from first- to third-person, he's still the same old Dukey. Just as he was in Total Meltdown, Good ol' Captain Steroid is still fond of blasting alien scum in two with a shotgun, and he has been working relentlessly on a whole new batch of pick-up lines for the countless babes he encounters. In fact, even though the gore factor in Time To Kill is average by some standards, the raunch factor is off-the-chart. Visually and verbally, Duke offends like never before. So be warned parents, this game is definitely for mature audiences only. We'd love to get into more detail regarding Duke's vulgar escapades, but so much of the juicy stuff would have to be censored that it's really not worth it. Just know that Duke drops sexual innuendos like a first-time juggler drops balls.

But Time To Kill is not merely an excuse for filth. Behind the vulgarity lies a game in which the biggest change is Duke's new third-person perspective. In addition to the new Duke animations (not to mention the pleasure of looking at Duke's rump for hours on end), the new perspective dramatically changes the way Duke is controlled onscreen. Now Duke's control is similar to another action star, Lara Croft. Like Lara, Duke must holster his weapon in order to open a door or climb a ledge. And he can also flip sideways; but needless to say, lining up a jump can be rather tedious.

Another change to Duke comes in the form of time travel. Duke and his alien adversaries wage war in four different eras including a modern New York City, the Wild West, medieval times, and ancient Rome. To fit in, Duke wears a cowboy hat in the Wild West, a kilt in medieval times, and a toga in ancient Rome. The neat thing is, Duke's enemies also get into the spirit by dressing up in costume.

Despite the serious changes Duke has gone through in the new version of this game, he's still the same old guy he's always been. Beneath the new fashions and new perspective, Duke is still a simple man with simple pleasures. Whether Duke's in Los Angeles or ancient Rome, in first- or third-person, nothing makes him forget his troubles like wasting alien scum and flirting with the ladies.



The kilt does NOT hamper strafing.

PlayStation Review

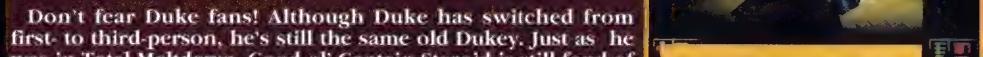
- Size: 1 CD-ROM
- Style: 1 or 2-Player Action
- Special Features: 3rd-Person Perspective; New Weapons & Enemies; Time Travel to 4 Different Eras; Deathmatch With Exclusive Levels; Sniper Mode; 4 Duke Costumes (Kilt, Toga, Wild West, & Commando); Dual Shock & Analog Compatible; Adult Content
- Replay Value: Moderately Low
- Created by: N-Space for GT Interactive
- Available: Now for PlayStation

Bottom Line: **8.5**

"Duke has emerged from the first-person plane and landed in this very Tomb Raider-like world. If you always craved more gunplay in your Tomb Raider, this has tons of action. The weapons are plentiful, the enemies are smart, and the challenge is steep. Plus, the Duke-isms are hilarious. The environments all look great, but old Dukey looks pretty stiff. This doesn't help the control any either. I can overlook many of the flaws because this game had me locked in (for a while, at least). For Duke fans this is a must, but I strongly suggest a trial run before putting up the cash."

PAUL
THE GAME PROFESSOR

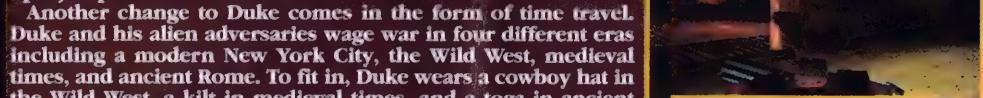
Concept	7
Graphics	8.5
Sound	9
Playability	8.25
Entertainment	8.25
8.25	OVERALL



This little piggy go boom!

Duke brandishes his vintage 1847 rocket launcher.

Duke ponders buying a new liver.



"Time to Kill is loaded with carnage, impressive graphics, and intriguing gameplay. However, you just have to shake your head at this title. The best description I can give it is Tomb Raider meets Duke Nukem meets Gex: Enter the Gecko. The gameplay is like Tomb Raider. The general atmosphere, sheer amount of enemies, and overall game difficulty are like Duke. And the abundance of voice clips and different outfits are like Gex. This amalgam actually creates a very cool game. Time to Kill is home to some great weapons like the Buffalo Rifle and Holy Hand Grenade. There are also a ton of vast levels and different objectives to solve. The controls are also great and very responsive."

REINER
THE RAGING GAMER

Concept	8.5
Graphics	9.25
Sound	9
Playability	9.25
Entertainment	9.25
9	OVERALL



The kilt does NOT hamper strafing.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: 2 Playable Characters (Coco & Crash); 5 New Powers (Bazooka, Double Jump, Super Run, Super Belly Flop, Continuous Spin); Time Travel; Jet Ski, Bi-Plane, & Motorcycle Levels; Dual Shock & Analog Compatible
- Created by: Naughty Dog/Universal Interactive for SCEA
- Available: November for PlayStation

95% Complete

RETURN OF THE BANDICOOT



Incoming!!!

These monkeys throw dried clumps of smelly gray stuff at you.

Coco has witnessed more than one volcano erupting in her lifetime.

Coco has ridden more than one tiger in her lifetime.

Berserker!!! Do you want to shoot my plane? Berserker!!!

N. Gin is back in a revamped suit of powered armor.

Look out penguin! Dingodile is here!

60

As you read this article, we'd like you to keep in mind that *Crash Bandicoot: Warped* has already shipped to retailers. We really wanted to review this product, but we missed this goal by a matter of days. *Warped* was actually our original cover choice for November; however, the game code we had in our hands wasn't far enough along for us to apply the classic GI cover treatment of a solid review and an action-packed strategy guide. So, we decided to print another preview (which you are reading now), and print a late, yet extremely accurate review next month.

As a whole, *Crash Bandicoot: Warped* fits nicely into the overall Crash universe. The experience is exciting as always, but is now accompanied by two highly needed qualities: variety and longevity. In addition to the standard Crash fare that we all know so well, there are now two playable characters (Crash and his sister Coco), complete 3D jet ski and bi-plane levels, motorcycle races, and time trial matches on each and every stage. And yes, Crash and Coco ride cute little critters as well. Crash hops onto a baby t-rex, and Coco rides an itsy-bitsy tiger.

Once again, Crash has been summoned to tangle with the sinister Neo Cortex. But this time, you find that Cortex's strings were being pulled by a greater power. As you proceed forward the story opens up and exposes Uka Uka, Aku Aku's evil twin brother, as Cortex's boss. At the end of the game, you will fight Cortex while Uka and Aku solve their differences right in front of your face. It's the final showdown, baby!

The animation and moves are taken straight from *Crash 2*. But this time, Crash is rewarded with new moves after he destroys a boss. Crash will obtain the ability to perform a Super Belly Flop, Continuous Spin, Super Run, and a Double Jump. He'll even acquire a bazooka. To achieve the status of platform god (by completing the game with a 100% rating) you will need to use these new moves to unlock secret areas and blast enemies that you couldn't before. The running plays the biggest role. With this ability Crash will have an easier time beating the Time Trials on each level. Winning a Trial rewards the player with a Relic. The Relics are just as valuable as the Gems or Crystals. With these you will open levels hidden within the secret warp room. The Time Trials are where most of the replay value lies, as they challenge you to acquire three medals (platinum, gold, bronze) on each stage.

wipEout 64

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wipEout 64

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

: 00.216.1 : SUPER SO fast for future people

ACCELERATED ADRENALIN RUSH RATING
MINI GUN 4084 : SGF4FP



CHECKPOINT : CAN YOU REACH IT IN TIME ?

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action (Up To 4-Player Via Link Cable)
- Special Features: 4-Wheel Physics Model; Special Multiplayer Arenas; 12 Vehicles (Plus More Hidden); 2-Player Split-Screen; Memory Card, Dual Shock, & Analog Compatible
- Created by: 989 Studios
- Available: November for PlayStation

65% Complete

Put The Grind To The Axel



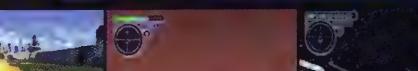
Thumper likes nothing better than delivering a drive-by on a frozen foe.



Auger's the big drill car on the left.



Terror from the sky.



[HOLD YOUR HAND OVER THIS PAGE.]

If you see a SHADOW, you've got until
winter before

(madness)

descends upon the land.

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shadow madness strikes this winter.
find out how to save yourself at www.shadowmadness.com

CRAVE
Entertainment

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing (4-Player Via Link)
- Special Features: 6 Modes; 12 Tracks; 10 Cars; Track Editor; Forward & Reverse Modes; Link Cable Compatible; 2-Player Split-Screen; Memory Card Save; Dual Shock & Analog Compatible; 3 Difficulty Levels
- Created by: Idol Minds for 989 Studios
- Available: November 15 for PlayStation

80% Complete



Mud Slingin' Boogaloo

Game Informer's prestigious Sixth Annual Video Game Awards bestowed an honorable mention upon Rally Cross in the Best Racer category for 1997. The graphics were sharp and colorful, the control was easy to master, the tracks were filled with jumps, and the jumps provided tons of air-induced fun. Our main problem with the original Rally Cross was that it did not contain enough tracks and, to our delight, developer Idol Minds has increased that number for the sequel.

In Rally Cross 2 there are 12 new tracks, some containing a hidden shortcut or two. In addition to the typical snow, desert, and forest tracks, the game has track themes that are even more specific. The Airport track tours a small airport; the Refinery track features steam vents blowing down on cars, flammable oil drums lining the shoulder, and a few jumps sending cars flipping into a barrel roll; the Switchyard track runs players through a train yard with jumps between various (unfortunately, stationary) trains.

In Rally Cross fashion, there are plenty of jumps, bumps, and mud to get acquainted with. Unfortunately, at this point, the amount of air in Rally Cross 2 falls short of that found in the first Rally Cross. Despite this flaw, cars still flip and roll in some of the most acrobatic wrecks ever seen, and if you land upside-down, you will be able to flip rightside-up by using the shoulder buttons.

One exciting addition to Rally Cross 2 is the Track Editor. When designing a track, you can insert wide and narrow straight-aways, single and double jumps, table tops, bridges, mud pits, creeks, dips, and more. The bummer is, it doesn't look like the jumps themselves will be customizable. Therefore, the quest for really big air remains unfulfilled in Rally Cross 2.

When the game is first turned on, there are three cars available to drive, but seven more can be unlocked. For instance, you can drive a Montero, BMW, Audi, and even the new Volkswagen Bug. Once you have chosen your vehicle, you can customize it to meet your needs and those of the track. Shock stiffness, steering sensitivity, brakes, acceleration and speed, plus tire type can all be adjusted. Then take your ride into the paint shop and change the body color and detail color of the car. Yehaw!!!



The new Track Editor.



PlayStation Preview

TOMB RAIDER III ADVENTURES OF LARA CROFT

Aliens? We Hate Those Guys!



I think I'll explore that plane wreck...



...yes, there's something strange about this old plane.



We bet Lara finds her way onboard that ship.



Watch out for trains.



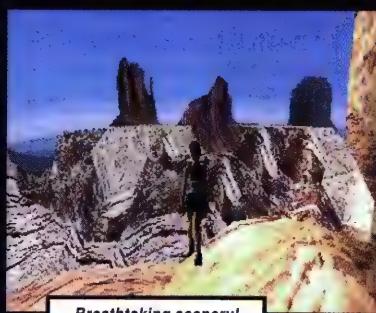
The kayak!

Lara's back in the thick of things, fulfilling a fresh new contract for a mysterious international businessman. This man, who remains a mystery, hires Lara to seek out a set of ancient artifacts that lay scattered about the Earth. Years ago, the artifacts reached earth, but no one knows how. Perhaps it was via an alien spacecraft that destructed in the atmosphere. Perhaps the artifacts were adrift in space, and fell to Earth by a chance encounter. The circumstances surrounding the artifacts are indeed a mystery, and only by collecting each and every piece will Lara understand their purpose.

This time around, Lara's adventures take her to four new locations. In Tomb Raider 3, players travel to India, Nevada, and the South Pacific. The fourth location remains a mystery, but could it be an alien level? Our money says yes! Many of the levels follow a new structure. Core Design has listened to the complaints of gamers, and in Tomb 3, many of the levels are non-linear. Different paths will lead to different areas – certain routes will be easier, other routes offer more booty (along with a tougher challenge). Also, the levels can be played in different orders. At certain points in her journey, Lara will have to decide where to go next. She might be offered a map of the world, or a simple text choice, but this "choosing" should create a new element of uncertainty to Tomb Raider's gameplay.

Of course, Lara will be driving some new vehicles. At the time we spoke to Core, the company had not determined which vehicles would be in the game. We were assured that Lara will use a jeep, a quad bike, and a canoe, but Core is trying to bring back the snowmobile, and maybe even one more surprise vehicle. Core even devised a program in which Lara rides a horse, but according to the company, "It just didn't look good enough." Maybe next year.

When we got to the last level in Tomb 2, it pretty much blew our minds. This year, we don't know quite what lies in store, but one thing's for sure, Tomb Raider 3 will be another intense, amazing, and challenging journey. Join us next month, as we review Tomb Raider 3, and answer every single question about Lara's biggest, baddest adventure yet.



Breathtaking scenery!



What is that enemy?



That statue looks scary.



PlayStation Preview

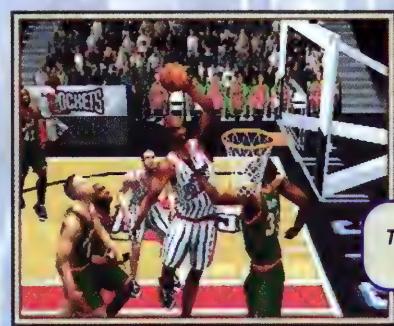
- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: All 29 NBA Teams; Direct Passing; "NBA on TNT"-Style Presentation; Facial Expressions; Dual Shock & Analog Compatible; Outdoor Courts (Practice Mode Only)
- Created by: EA Sports
- Available: October 30 for PlayStation

60% Complete



He is such a baby.

Let the Season Begin



The old man still has some ups.

As a 2-player game, last year's NBA Live was probably the best basketball game on PlayStation. The graphics were great, the frontend had options-o-plenty, the control was spectacular, and the Create Player was years ahead of the competition. But as a 1-player game, NBA Live came up short, especially in the AI department. Even on the most difficult setting, driving the basket was a piece of cake since the defense didn't seem to understand the concept of rotation. While on defense, you could also nudge the ball carrier out of bounds for a turnover without picking up a foul.

But that's all in the past, and hopefully EA Sports will improve Live's AI. After all, NBA Live was by far the most improved basketball game last year, and if EA can make

strides like that again, it could have the best NBA product on the PlayStation. But since we have no playable version of Live (or ShootOut for that matter), we'll have to wait and make judgments based on screenshots and press releases.

Last year, one of the biggest improvements to NBA Live was the larger polygon players. EA plans to build on this by adding over 30 different facial expressions. As shown in the above screenshot of Charles Barkley whining to the refs about an imaginary foul, players will be able to express different emotions by laughing, frowning, and getting "in your face," depending on the situation. Player personalities are definitely a focus in NBA Live, even in the Create Player. When creating a player this year, one of the categories is attitude. The personalities represented are "laid back" (Tom Gugliotta), "balanced" (Stephon Marbury), and "hyped" (Kevin Garnett). There is no word yet as to whether other emotions such as arrogance (Christian Laettner), paranoia (Isiah Rider), and laziness (Isiah Rider), will be included in the game.

Another cool yet subtle addition to NBA Live 99 can be found in the Practice mode. As you have probably already guessed, this mode allows players to work on skills such as different moves and dunks before entering the big game. Not a big deal, but the Practice mode is the only way you can access NBA Live's new outdoor courts. So if you want to play on the blacktop as your favorite NBA millionaire, you'll definitely want to put in a little practice.

In Practice mode, you can work on the trifecta.



Nice finish.



Duncan plays with the opposition.



NBA ShootOut 99

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: 5 Game Modes; All 29 NBA Teams & 350 Players; Total Control Dunking, Passing, & Cutting; 35 Signature Dunks; Roster Management; Dual Shock & Analog Compatible; Commentary by Nets Broadcaster Ian Eagle
- Created by: 989 Studios
- Available: November for PlayStation

60% Complete

In Time For Tip-Off

Sometimes you just can't make it to the arena in time for the opening tip. If you're a Lakers fan, then you show up late just to give others the impression that you can afford to miss the first quarter of a game you just spent \$100 to see. But the rest of us peons want to see every minute of action we have coming. In a way, last year's NBA ShootOut '98 also missed last year's "tip-off," and as huge fans of ShootOut '97, we were extremely disappointed.

We waited and waited for the new ShootOut, but nothing came. The NBA season was well underway, and in fact, the all-star break had come and gone before ShootOut '98 was even released. What a bummer. That's like arriving at the arena after the half-time show. It's simply inexcusable (except in the case of a family emergency). Fortunately, Sony seems to be on the ball this year and should deliver ShootOut '99 in time for the start of the regular NBA season (if, of course, those greedy owners and players can put their differences aside and learn to live off their paltry millions).

Last year's ShootOut was developed in part by Sony Computer Entertainment Europe, but this year Sony has moved development back to the land that gave birth to the sport in the first place. The dominant sports machine at Sony, 989 Studios, is now fully responsible for ShootOut, as well as games such as NFL GameDay, NHL FaceOff, and NCAA GameBreaker. So the question is, what new stuff is 989 Studios going to add to ShootOut? Well, the graphics have been revamped with new "state-of-the-art" 3D player and arena models. Hopefully, this will make players on the far side of the court easier to see and control. To make the player models come to life, Sony used new motion-capture footage of Jason Kidd, Brevin Knight, Bo Outlaw, Jerry Stackhouse, and Robert Horry. The sessions captured over 35 signature dunks that are included in the game.

Of course, all the things that made ShootOut a great game in the past will be back in '99. Total control dunking, passing, and cutting have been improved, and all the fantasy aspects are there too. With ShootOut releasing around the same time this year as its chief competitor, EA's NBA Live, the battle for basketball supremacy on the PlayStation should be a good one to watch.

Never shy, Reggie launches a 3-pointer.



"Hey Karl, will you sign my Rogaine?"



Kidd goes behind the back.



The Man.



When he catches fire, look out.



PlayStation Review



- Size: 1 CD-ROM
- Style: 1 or 2 Player Racing
- Special Features: 6 Events; 6 Mountains With 32 Runs; New Characters; 2-Player Via Link or Split Screen; Dual Shock & Analog Compatible; Memory Card Save
- Replay Value: Moderately Low
- Created by: Idol Minds for 989 Studios
- Available: October 30 for PlayStation

Bottom Line: **7.75**

	ANDY	PAUL	REINER
Concept:	1	9	8
Graphics:	9	9.25	8
Sound:	7	9	8.25
Playability:	7	8.75	8.25
Entertainment:	7	9.25	8
Overall:	6.25	9	8



The Control It Is A Changin'

In the September issue of Game Informer, we whined about Sony "firing" UEP Systems from the Cool Boarders 3 project (CB3). Well, we were wrong. It turns out UEP was not interested in creating another snowboarding game and decided to pass on the opportunity to make CB3. Since then Idol Minds, creators of Rally Cross 1 & 2, has taken control of the game.

CB3 has changed, but it still has some of the same elements found in past editions. The big difference is how you pull off tricks. In past versions of Cool Boarders you had to line up with the jump well in advance, crouch down for power, and then release from the crouch position upon hitting the top of the jump. The longer you waited in the crouch position, the more power and rotation your trick would have. One of the challenges with this method was lining up with the jump correctly because once in the crouch position, you lost the ability to steer. CB3, however, does away with this method and uses a jump meter. To get power for a jump, you hit a button to make the meter rise. Once it reaches the top, though, it will descend. Therefore, it is not necessary to line up with a jump far in advance. Also, when the meter is activated you can still steer until you become airborne.

However, since CB3 is a snowboarding game, much of what you'd expect is still intact. Mainly, there are tons of tricks and grabs to learn and master. But is CB3 the game you've always loved? Check out the bottom line.

Andy, The Game Hombre

"Yeah, the graphics are better and the rail-sliding is cool, but this ain't the same game. Punching? You're lame, 989. Cool 3 is alright, but why mess with perfection?"

Paul, The Game Professor

"This game does lack the 2-player punch of the last game, but on the whole it is still fun. I don't think this quite tops CB 2, but it's close (the halfpipe is still killer.)"

Reiner, The Raging Gamer

"Halfpipes, rail-slides, grabs, oh my! Idol Minds has expanded upon UEP's original vision and has created a worthy sequel that includes improved graphics, a new control system, a fighting option, more modes and characters, numerous halfpipes, and the highly addictive 2-player split-screen. I dig it!"

PlayStation Review



Power-ups are scattered everywhere.



A battle for first place.

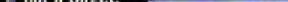
- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing (Up to 4-Player Via Multi-tap)
- Special Features: 9 Tracks With 4 Modes (Rain, Sun, Snow, Night); 8 "Cars" (5, Plus 3 More to Unlock); Weapons & Power-Ups Galore; Multiple Pathways On Each Course
- Replay Value: Moderately High
- Created by: Vivid Image for Ubi Soft
- Available: Now for PlayStation

Bottom Line: **8**

	ANDY	JON	REINER
Concept:	7	7	8.5
Graphics:	7	8.75	9
Sound:	7	8	7.25
Playability:	8	8	9
Entertainment:	8.25	7.25	9
Overall:	7.5	7.75	8.5



The Mantis is a sweet ride.



Scorpion seeks out a target.

Zip, Zip, Zipping Along...

Here's an interesting twist on the combat racing genre. SCARS (which stands for Super Computer Animal Racing Simulation) is a game where you compete in races through nine different courses. SCARS is extremely heavy on graphics with solid textures throughout the game and detailed lighting effects. However, there is no fluff whatsoever. No FMV. No storyline. Which isn't necessarily a bad thing, since those things don't automatically make a game great. SCARS does, however, have its share of goodies, in the form of extra cars and tracks, to make up for the lack of storyline.

The vehicles in the game all take the shape of different animals. There is a mammoth, a rhino, a shark, a mantis, a scorpion, and other hidden surprises. The cars all have different attributes, and can fire weapons acquired through various power-ups. The weapons can be fired either forwards or backwards. Most of the power-ups are weapons, like the boomerang, the homing missile, and three different "barricades." There are also speed boosts and shields.

What makes this game really go, however, is the control. The cars feel like heavy RC cars with tons of acceleration. Depending on the environment, the grip of the cars changes. In sand, the cars slip and slide if the wheels are spinning too fast. In water, the cars get bogged down unless you head through fast.

With all of the mediocre combat racers for the PlayStation so far, we hope that Vivid Image (creators of Street Racer) has gone the extra mile. Has it? Check the bottom line and see.

PlayStation Review



Paul, The Game Professor

"This is again the best hockey game for the PS-X. The AI is impressively displayed in the Practice mode and the new animation is very detailed. In true EA fashion, this game has just enough new to be worthy of a purchase."

Jon, The Greedy Gamer

"I'm more than happy with this year's NHL. The gameplay has remained pretty much the same, with some new animations thrown in, plus a better special move interface, and a skate-backwards button. NHL 99 is definitely the best hockey I've seen this year, and I say pick it up."

Reiner, The Raging Gamer

"EA is sizzling hot with the NHL franchise. I fell in love with last year's game, and NHL 99 is an even better release. The movement is a tad choppy, but the play hasn't weakened at all. Actually, it's enhanced and features a new shot meter, and customizable strategies."

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: Team-Specific Strategies; Customizable Strategies; Practice Mode; Edit & Save Lines; Create Player; Shot Meter; Dual Shock Compatible
- Replay Value: Moderately High
- Created by: EA Sports
- Available: Now for PlayStation

Bottom Line:

9

	PAUL	JON	REINER
Concept:	9	8.75	9.25
Graphics:	8.75	8.5	8.5
Sound:	9	9.25	8.75
Playability:	8.5	9	9.25
Entertainment:	8.5	9	9.25
Overall:	8.75	9	9

PlayStation Preview



- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: 112 NCAA Stadiums; 2,200 Plays; Recruiting Mode; Full-Season Statistics; Keith Jackson Play-by-Play
- Created by: RedZone Interactive for 989 Studios
- Available: October for PlayStation

90% Complete

We Got A Barnburner Here!



NCAA GameBreaker '99 returns just in time for the new college football season. This year's model features a new TV-style presentation with play-by-play provided by old-school microphone master Keith "Action" Jackson. GameBreaker '99 features improved 3D graphics and motion-capture animation from NFL players like Ryan Leaf, Jason Sehorn, and two All-Stars from the "Boys in Pewter" – Tampa Bay Buccaneers, Mike "I Got Shut Down by the Vikings in the season opener" Alstott and Hardy "El Dragon" Nickerson. This time around, the polygonal players are scaled to actual height and weight. Also, certain players are designated as "GameBreakers." These players can change the outcome of the game every time they touch the ball.

Improvements in gameplay include Total Control Passing, which allows the quarterback to underthrow or overthrown in response to the coverage. Players can use "on the fly" defensive shifts to rattle their opponents or the new "Pummel" button to knock the taste out of a receiver's mouth with a bone-shattering hit. Boo-Yah! Also new this year is "Blue Chip Recruiting," which allows you to build your favorite team into a national powerhouse. The fantasy football geek in all of us will appreciate the game and full-season statistics kept in every major category.

989 Studios is banking on GameBreaker '99's improved graphics and gameplay to make it the premier college football game on the market.

A Zamboni Short Of Brilliance?

The National Hockey League (NHL) is going through a reinvention. After the bizarre influx of teams to such hockey hotbeds as Phoenix and Dallas, the NHL is now under a variety of changes in its divisions to accommodate new cities. Likewise, EA Sports has made some changes and additions to its long running NHL Hockey franchise – but it is more a slight change than a total redo.

As with this season's Madden 99, EA Sports has added a ton of new graphics. Ice surfaces, arenas (inside and out), and player moves have all received plenty of attention. Some new details are subtle, but the improvements in animation such as the skating, checking, and newly conceived (or taken from Sony) rattling of the boards are an obvious leap forward from last year's award-winning game.

Equally important are the changes to playcontrol. A few adjustments have been made with shooting, including the addition of an onscreen shot meter (à la FIFA). Players can also use an auto-aim feature if they have problems putting one in the back of the net. The new beginner difficulty also aids the novice in scoring. Wily veterans of the game (and the NHL) will appreciate the team-specific strategies and the very authentic Practice mode.

Is Game Informer's sports game of 1998 even better for the 1999 season? Could be.

PlayStation Review



- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: 4 Game Modes; Icon Passing; 3 Difficulties; Dual Shock & Analog Compatible; Multiplayer Season
- Replay Value: Moderately High
- Created by: Killer Game for 989 Studios
- Available: Now for PlayStation

Bottom Line: **7.75**

	PAUL	JON	REINER
Concept:	8.75	7.25	7
Graphics:	8.75	8.25	8.5
Sound:	8.75	8.5	8
Playability:	8	7	7
Entertainment:	8	7	7
Overall:	8.5	7.5	7.5



A Fearless Challenger

NHL FaceOff '99 has just about everything you would expect in a hockey game these days. It has all of the standard modes including Practice, Season, Exhibition, and Playoffs. In Practice mode you play a regular game except you can designate how many players each team has on the ice (one through six). The control of FaceOff is solid and allows for easy puck handling. However, when it comes to passing the puck, if you aren't using the Icon Passing, you can never be certain which direction the puck will go, or how fast it will travel.

All of the expected fantasy elements are in place for FaceOff, including create player, trading, and free agency. Make yourself into the hockey stud you've always wanted and join one of the NHL's 27 teams, complete with updated rosters. Also, as with the recent trend, NHL FaceOff uses a television-styled presentation complete with commentary from New Jersey Devils announcer Mike Emrick and ESPN's Darren Pang. Plus, FaceOff '99 uses San Jose Sharks goalie Kelly Hrudey and Mighty Ducks forward Scott Young in the motion-capture sessions.

But does FaceOff introduce anything revolutionary? Not really. However, if you're looking for solid hockey action on the PlayStation, FaceOff '99 can deliver.

Paul, The Game Professor

"This game is super fast, but the realism is just not there. The passing leaves much to be desired and taking it straight to the net with the winger is way too easy. Better than last year, but not by much."

Jon, The Greedy Gamer

"I always thought FaceOff was a good game, but my major complaints about passing haven't been fixed. The players look great, and the ice and boards are really sharp, but this game can't touch NHL."

Reiner, The Raging Gamer

"FaceOff '99 excels in many ways. The announcing, TV-style presentation, rinks, arenas, graphics, and animation are drastically improved. However, the gameplay is still a tad too loose, and plagued by nearly invincible goalies and fastbreak after fastbreak. It's a lot better, but still a step behind EA's series."

PlayStation Preview



- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: 18 Playable Characters; 5 Modes of Play (Arcade, Versus, Training, Original, Collection); Adjustable Speed; Auto Blocking; Based on the Arcade Hit
- Created by: Capcom
- Available: December for PlayStation

65% Complete

*Another Chance For
The Night WARRIORS*



If you are not an arcade-goer, nor an early adopter of the PlayStation, you may not know what Darkstalkers is. Since the original Darkstalkers release in the arcades, its undead theme has captivated the Street Fighter faithful. Due to poor sales of the first, Darkstalkers 2 didn't come out on the PlayStation - only Saturn owners got to see this excellent sequel. But now, PlayStation owners will get a look at the third installment.

Darkstalkers 3 is basically an SF-style fighter, with huge, exaggerated super moves and evil, lurking characters. Choose from standard fare, like Dmitri the vampire and Morrigan the succubus; or choose other, more unorthodox characters like Lord Raptor, a guitar-playing zombie, or B.B. Hood, a look-alike of a famous children's legend - but with a difference: she's dead.

Darkstalkers 3 is not exactly like the arcade version. The only arcade-perfect version of this game appeared on the Japanese Saturn. However, Capcom has made up for the shortcomings in animation, speed, and loading by offering some extras available only in this version. Of course, the original arcade version of DS3 is included, but the goodies are what set this game apart. First, players will be able to choose from older versions of a character - much like Street Fighter Alpha 2 Gold on SF Collection - complete with all the moves from their original appearance. Second, there are more modes, which changes the abilities of all the characters.

In short, Darkstalkers 3 is a must-buy title for Capcom nuts who do not buy Japanese Saturn games (if there are such people). Everyone else will have to decide if the type of story and the interesting characters set this one apart from the pack.

PlayStation Preview



- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports
- Special Features: 8 Pro Riders; 9 Events; Circuit Mode; Gear Sponsors Such as Burton & Morrow; 2 Difficulty Levels; Soundtrack Features Foo Fighters, Pennywise, & More; Special Moves for Each Character
- Created by: Radical Entertainment for ESPN Digital Games
- Available: October for PlayStation

95% Complete



It's
Extreme,
Man!



Snowboarding is the word in video gaming nowadays and ESPN Digital Games isn't going to be left out in the cold. Or out of the money, because when X Games Pro Boarder hits the PlayStation this October it will feature more sponsors than a NASCAR team.

Money aside, X Games Pro Boarder does have some things going for it. For one, the playcontrol is almost identical to Cool Boarders 1 in that it uses the set and charge for jumps. Although lackluster in the grabs department, the control is sufficient to navigate Pro Boarder's excellent level designs, which is probably this game's saving grace, as neither the control nor the graphics are that spectacular. A perfect example of what we're speaking of is the rail slide. When you blatantly miss the rail, the game will magically put you up on the pipe. This makes it fun to play, but it looks atrocious.

The level designs are solid, though somewhat limited in number and length. The halfpipe is the best of the bunch, with its smooth camera and ability to ride on the flat. For trick-masters, the slopestyle course features tons of rail slides and flips. And for the maniac in all of us, the Mt. Baker Gap will let you rip over a highway.

X Games Pro Boarder also features real riders and boards to give the game the air of legitimacy. But in the end, the game is far from a simulation. This is probably best, because this game's arcade-styled gameplay is what makes it fun to play. While it's not Cool Boarders, it is an interesting addition to the PlayStation library that at least merits a look.



PlayStation Review



Plan your trap positions well.



Hey! Let's do a little bowling!



This Old Torture Chamber



Waiting...waiting...for the worms.

Andy, The Game Hombre

"There is nothing particularly outstanding about this game - the graphics, sound, and gameplay are all pretty average. However, it is fun to figure how to best set up the traps (which is good, since the story is pretty boring). If you liked the first, you'll enjoy this sequel, but don't expect to be blown away."

Paul, The Game Professor

"The graphics and AI are pretty lame. There is some serious slowdown when more than one enemy is in a room with you. Although it is fun to combo enemies to death, the action gets old very fast."

Reiner, The Raging Gamer

"The computer AI is rather unimpressive, and the play is very repetitive. However, setting traps so they inflict deadly combos onto the opposition is quite invigorating. Rent it first, and make sure you play at least 10 chapters before you consider a purchase. It's fun, but not for everyone."

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Create & Develop Traps; Employ Combo Attacks To Kill Faster; Interesting Storyline; New 3rd-Person Perspective; Multiple Paths & Plot Developments
- Replay Value: Moderate
- Created by: Tecmo
- Available: Now for PlayStation

Bottom Line:

7

	ANDY	PAUL	REINER
Concept:	7	8.5	8.75
Graphics:	6	5	7.25
Sound:	6	6	7.75
Playability:	7	8	7.5
Entertainment:	6.75	5	8
Overall:	6.5	6.5	7.75

Dreamcast Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: 6 Playable Characters; Super-Fast Movement; 640x480 Resolution; A-Life System; Yuji Naka's First Sonic Since Sonic & Knuckles; Minigames
- Created by: Sonic Team for Sega
- Available: Fall '99 for Dreamcast (December '98 in Japan)

75% Complete



For the past few years, Sega fans got the shaft when it came to new titles.

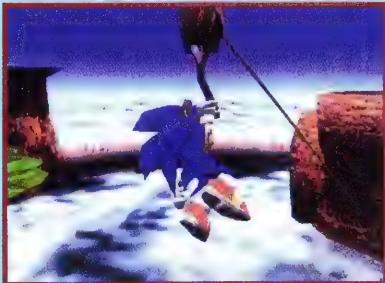
A conglomeration of problems – the lack of 3D power, a no-show mascot, and the juggernaut called the PlayStation – forced the Saturn to take a back seat in gamers' minds. Not that the Saturn didn't have great games, but the titles weren't regarded as "cool." Sega's new Dreamcast, however, corrects past mistakes. With 3D capabilities besting the top arcade machines, and instant Internet access, the Dreamcast needs only one more thing: a mascot!

With a hunger to be back on top, Yuji Naka takes his crack team of developers and gets to work. They need to give the world what it wants: A new Sonic. A reason for all Sega owners around the globe to be proud. A reason for the die-hards who stuck with the Saturn – gorging themselves on imports and starving for domestic releases – to stand up with dignity.

On August 23, Yuji Naka gave the world a taste of his return to blue. In Tokyo, *Sonic Adventure* appeared in front of a crowd of 10,000 adoring fans. People gasped at the amazing resolution, and the 60 frames-per-second speed of the motion. With the beautiful details and stunning colors, some attendees mistook it for FMV. But it was not. This game can haul polys faster, and with more precision, than any game we've ever seen.

This would be enough for most people. Give 'em a Sonic, and some killer 3D, and they're happy. But Naka was not. He pressed on. Using the A-Life system he created for *Nights*, Naka plugged in six different playable characters, each with different abilities, to create six different, yet familiar, ways to play through this new title. The tales overlap, and explain how each character deals with the impending release of Chaos, a beast created by Dr. Robotnik. The A-Life system goes even further than that. It incorporates the VMS, where players can trade monsters they capture, and raise them to plug into their games.

As for the environments, the Sonic Team took a trip to South America to study the Incan temples in Peru. Places like Macchu Picchu and other ancient dwellings were the focus of the team's expedition. So the entire game has a rugged, Indiana Jones-style feeling, and allows for the introduction of the Chaos mythos and how it has been reawakened. There is also a city level, complete with Vegas-style slots, a desert level, and some interesting minigames for Sonic & company to go through while seeking the Chaos Emeralds. The cool thing about the levels is that, due to specific character abilities, certain areas cannot be accessed unless you play as a certain character. No character's experience will be a rehash, since these new areas may be the only way that character can go. And speed, much more speed than seen in the good (yet disappointing) *Sonic R*, is going to get the adrenaline pumping for millions of players. Get ready Sonic fans, next fall is gonna rock!



This is your game.



This is your game on the blink.



ANY QUESTIONS?

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PLAYER'S
EDGE

By far, my favorite game in this month's batch is Commandos. It's easy to learn and you get to sneak around and kill Nazis. Is it just me, or is killing more acceptable in video games if the target is a bunch of fascist pigs?



Bird Hunter: Waterfowl Edition – Wizard Works – 6.75

Being a Duck Hunter, I admit to being a little biased when I say Bird Hunter is solid, and superior to the popular Deer Hunter.



Developer Sunstorm did a good job of staying true to the sport. When setting up decoys, wind direction and formation must be taken into consideration. In Bird Hunter, your feathered targets include Canadian Geese, Pin Tail Ducks, and Mallards. But where the heck are the Blue Bills? There is also a practice range that allows you to sharpen your shooting skills. If a shot is completely off, the hunter will say, "That's not worthy of a coot." Classic. All that's missing is the ability to whack a friend upside the head with a clay pigeon.

Commandos: Behind Enemy Lines – Eidos – 8.75

In this WWII real-time strategy adventure from Pyro Studios, you command a small group of military specialists – each with his own unique abilities – who must go behind enemy lines and kick some Nazi butt. The missions are detailed, the graphics are awesome, and enemy territory is usually heavily patrolled by well-armed guards. Normally the AI is solid, but you can find ways to kill the enemies that are cheap as heck (like setting a bear trap). Still, this game is very user-friendly and a lot of fun, especially if you're like me and love Hogan's Heroes and The Great Escape.



Tiger Woods 99 EA Sports – 7.75

The graphics in Tiger Woods are pretty good, and the player models are even better. If you are a Tiger groupie, you will want to play this game because it accurately portrays many of Tiger's mannerisms. Overall, the frontend is thorough, with plenty of modes and options. The Create Player, however, is weak since your appearance is assigned to one of the pros already in the game. Also, there are only three courses. The interface has a quick learning curve and swinging the club can be performed using either the traditional "three click" method or via analog movement.



Hexplore Infogrames – 6.5

Hexplore is kind of a mix between Diablo and Gauntlet. Of course, there is plenty of hack'n'slash to take part in, but the graphics and animation remind me of Gauntlet (poor and often silly by today's standards). However, the control and interface are easy to use (much like Diablo). Your party consists of up to four characters: usually a magician, archer, warrior, and adventurer. As you have probably guessed, each has his or her own strengths and weaknesses. And in-between tracking down the bad guys, you will have to solve puzzles. Hexplore is decent, but after two days of it I didn't have a strong urge to play it again.



Stratosphere – Ripcord – 5

In Stratosphere by Kodiak, you get to design fortresses, complete with cannons, shields, radar, and more. The kicker is, these fortresses are situated on top of massive floating rocks; so, with the aid of thrusters, you also get to pilot them. However, the graphics aren't the greatest, and it looks more like you are behind the wheel of a giant flying cow pie. Plus, the flying isn't all that fun mainly because you're stuck at one altitude. Boring.



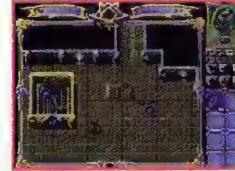
X-Wing Alliance LucasArts – Preview

In this upcoming space combat title from LucasArts, you can pilot the Millennium Falcon and control those quad laser-cannon turrets that have spelled death for many a TIE Fighter. What else needs to be said? Well, throughout over 50 single-player missions and 5 multiplayer missions there are other piloted ships like a Corellian transport and a Z-95. Alliance (early 1999) also has two storylines. One centers around the Rebel Alliance's struggles against the Empire after losing the battle at Hoth. Interwoven is the tale of two rival families competing for control of an interstellar trading business. As part of one family, you must not only deal with the Empire, but your family's bitter rival as well.



Warlords III: Darklords Rising – Red Orb – 7

Warlords fans take note, this is not a mere add-on, but a sequel. This turn-based strategy game has 31 new armies, 5 new hero types, Campaign and Game Editors, and a Choose Capital option that allows you to view the map and choose your capital before the game starts. This list goes on. If you liked Reign of Heroes, then you will probably appreciate the improvements added to Darklords. However, this type of game just isn't my cup of tea. The turn-based approach dulled my interest and battling the enemy is all statistics with little to no interaction. Yawn.



KKND Crossfire

Melbourne House – 7.5

KKND Crossfire (an incredibly lame acronym for Kill Krush 'N Destroy) has improved immensely over last year's version. The animation is better and now there is a third race to control. Known as Series 9, this race embodies futuristic farming robots that have evolved into war machines. It sounds hokey, but Series 9 packs a wallop. Although there are around 50 nonlinear missions found in KKND Crossfire, the rest of the game still screams mediocrity. KKND 2 is better than a game like Extreme Tactics, but I'd rather play Dominion or StarCraft. Despite improving, KKND can still get better.



Motocross Madness

Microsoft – 8

Big air and big wrecks are what this game is all about. There are tons of different tracks from Supercross to Baja-style races. Only for use with a graphics accelerator, Motocross's visuals are pretty stunning as well. The main problem with Motocross is that even with only three bikers onscreen, many players will see some serious chop. But it's worth it. The air is huge, the tricks are fun to try and land, and when you bail, bike and rider tumble head over heels.



ARCADE BRIGADE

This month was a pretty slow month for arcade games in the U.S., so we're gonna head over to Japan for a second and check out what's going on over there, as well as put in our two cent's worth on some arcade releases. Plus, Star Wars rears its head in the arcade once again! Joy!

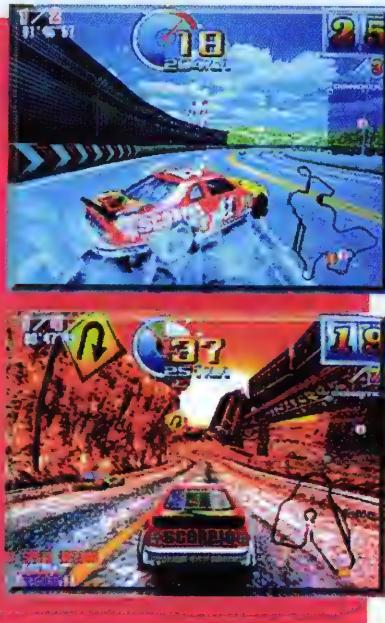
Star Wars Trilogy

Fans of the 1983 Star Wars arcade game that featured Vector graphics are in for a real treat, as the gameplay of piloting popular Rebel craft in an effort to blow the Empire to the other side of Dantooine is back. Star Wars Trilogy is a revamped compilation of the older series, but is now running on Sega's Model 3, Step 2 board. Take part in various moments of Star Wars history, such as (1) blowing up the Death Star, (2) zipping around on a speeder bike, (3) taking the Millennium Falcon out for a spin, while dispensing mercenary justice to any TIE Fighters that get in your way, and (4) other stuff that hasn't yet surfaced. Star Wars Trilogy will have a solid following from the get-go, just because it's Star Wars, but the game will also bring back some thrilling memories.



Daytona USA 2 - Battle On The Edge The Bottom Line: 8.5

Maybe we're just jaded, but after seeing such games as Harley Davidson, Sega Rally 2, and Virtua Fighter 3, we definitely expected more out of Daytona USA 2, at least in the graphics department. Sure, the game runs at a blistering pace, creating the feeling of total speed; but the overall detail of the cars and tracks, as well as reflections, lighting, etc. are not up to what has previously been done. It seems as if this game was rushed out. The different cars are a nice addition, and the ability to connect up to 16 terminals together offers some opportunities for great competition. And the game would be great for racing enthusiasts, as well as those who love to race against their buddies. But the point is, we were expecting to get completely blown away, and, well, we didn't.



Dance Dance Revolution

Konami has introduced the next wave of music/game interaction. Dance Dance Revolution is the name of the game, and players dance to the beat by hitting controls that are laid out on the floor. Think of it as an even more interactive version of

Bust A Groove. The game is set to come out on September 23 in Japan, but will probably never make it to the States. Too bad, as the game would probably draw women in far greater numbers than are currently present (as in nearly none) to the arcade scene. This is definitely an interesting game, and would be a refreshing change from the countless racing, fighting, and shooting games out there today.



Blitz '99 The Bottom Line: 9.5

Blitz '99 is possibly the best arcade game of 1998. In addition to the already excellent graphics and the over-the-top gameplay, Blitz '99 has many new features. The new 4-player mode is fun and reminiscent of NBA Jam. But the most groundbreaking addition to Blitz '99 is the play creator. It costs money to use this mode, but if you have Blitz for the N64 you can create plays at home and bring them to the arcade via the Controller Pak. Think about it. You can play in leagues, 2-on-2 or 1-on-1, and use plays that you created to see who's best. Definitely the future of arcade gaming.

Overall, the 4-player mode and play creator alone make this game awesome. But even the graphics and gameplay are a little better, particularly the weather and its effects. Also, the late hits and sound effects are improved with new animations and sayings. It's a definite quarter-muncher.



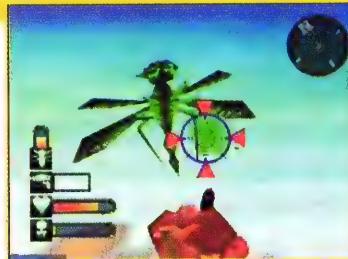
Review

- Size:** 96 Megabit
- Style:** 1-Player Action/RPG
- Special Features:**
 - 5 Worlds; Over 60 Vehicles To Drive;
 - Over 50 Types of Alien Enemies; Over 12 Weapons Plus 1 Super Weapon; Save Points; Power-Ups; Various Mission Objectives; Time Travel; Sniper View
- Replay Value:** Low
- Created by:** DMA Design for Midway
- Available:** Now for Nintendo 64

Bottom Line:
7.75

Body Harvest

In Body Harvest, you travel back in time to stop aliens from devouring humans. In typical RPG fashion, you must interact with citizens and search for items and power-ups. The combat is real-time and pits you against over 50 types of aliens. There are about 60 vehicles to drive including tanks, boats, and planes. When you're driving, the control is easy to use, but when you're on foot, it's slow and often awkward. Plus, basically all the main character can do is shoot and sideroll. The graphics are adequate at best, and the character designs are horrid. Just take a look at the main character: He reeks of darkness. But with its large environments and changing mission directives, Body Harvest is worth checking out.

**Review**

- Size:** 128 Megabit
- Style:** 1-Player Action/Platform
- Special Features:**
 - 1 New Level (Titanic); Hilarious Voice-Overs by Dana Gould; All the Same Gameplay That Made the PlayStation Version So Great
- Created by:** Crystal Dynamics for Midway
- Replay Value:** Moderately High
- Available:** Now for Nintendo 64

Bottom Line:
7.75

Gex 64

This game should have been much better on the Nintendo 64, but for some reason, the game doesn't look quite as sharp, and the camera is a serious pain in the butt. Although the exclusive Titanic level is entertaining, it doesn't stack up to the levels previously created. The gameplay is still intact, however, and the voice-overs by Dana Gould are still included (although they are far fewer in number). If you have the PlayStation version, you already possess the best of the two. If not, it would be wise to at least check out this game.

**Preview**

- Size:** 64 Megabit (With Battery Backup)
- Style:** 1-Player Action/Platform
- Special Features:**
 - Practice Mode; Power-Ups; 39 Levels; Level Bosses; Control Magic Balls; 3D Environment; Multiple Camera Angles
- Created by:** Hasbro Interactive
- Available:** November for Nintendo 64

80% Complete

Glover

In the cleverly-titled Glover, you are a magic glove that can walk upright on two fingers (old-timers may remember him from his work in past Hamburger Helper commercials). Your mission is to return all seven magic balls to the castle. To do so, you must roll, throw, and slap the ball, or dribble it Dr. J-style. The ball/hand gameplay is unique, and the animation and graphics are well done. However, at this stage, the control is a little loose, which can become frustrating. Serious Mario fans might want to watch this one.





Starshot

Until last September, this game was known as Space Circus. As this was an obvious marketing embarrassment, a crack team toiled in secrecy and decided they should rename the game after its main character, Starshot. A professional juggler living in the year 3000, Starshot works for – you guessed it – the Space Circus. As you can imagine, working for the circus is a laugh a minute – that is, until attendance falls. To boost audience numbers, Starshot goes out to find seven new attractions, each located in one of the game's seven 3D universes. There are 300 bizarre characters, some of whom you can interact with. To travel, Starshot can do the usual action and platforming, plus he can acquire a small jet that flies him around as he holds on for dear life.

Nintendo 64 Preview

- Size: 96 Megabit
- Style: 1-Player Action/Platform
- Special Features: 7 Universes; Weapons; Collectibles; Encounter Over 300 Characters; Running, Jumping, Swimming, & Flying; Nonlinear Gameplay
- Created by: Ocean
- Available: 4th Quarter 1998 for Nintendo 64

75% Complete



Superman 64

The second most popular character in the DC universe (after Batman), Superman has been out of video games for quite some time. For this version of Superman, Titus acquired the WB cartoon license and is reproducing it faithfully. Aside from thwarting the diabolical plots of Lex Luthor and other enemies with his super-duper powers, the Man of Steel must also take care of his friends, Lois and Jimmy, who occasionally get into trouble. Many of Superman's powers are limited, however, and he must find power-ups to keep them charged up. With its detailed cityscape and lots of things to do (including flying to a space station), Superman 64 should be quite a treat.

Nintendo 64 Preview

- Size: 32 Megabit
- Style: 1-Player Action (2-Player Deathmatch)
- Special Features: Based on WB Superman Cartoon; Villains Include Lex Luthor, Parasite, Brainiac, Metallo; Many of Superman's Abilities Including Heat Vision, X-Ray, Super Speed, Flight, Freeze Breath, Super Strength; Pick Up Items Such as Cars, Trains, etc. & Hurl Them
- Created by: Titus Software
- Available: November for Nintendo 64

75% Complete



K-1 Revenge

The sequel to the THQ-published K-1: The Arena Fighters, K-1: Revenge is a kickboxing game that features real competitors, but with unrealistic and flashy moves. Play as your choice of 15 real kickboxers and square off in a fierce competition to become the world's meanest dude. Each character has certain exclusive moves, called his "special arts." One innovation is the ability to configure an enemy's AI and then save it onto a memory card. Then you can bust the AI you created onto a friend in battle, or use it to practice against certain moves and combos. We'll keep an eye on this one, as it could go either way.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Real Kickboxers From Around the World; AI Customization; 5 Modes (Vs., Team Battle, 1-Player, Training, Tournament); Special Moves; Memory Card Save
- Created by: Daft/Xing for Jaleco
- Available: February for PlayStation

30% Complete

PlayStation Preview

- Size:** 1 CD-ROM
- Style:** 1-Player Action/Platform
- Special Features:** 6 Acts With Multiple Levels Each; Play as Flik, hero of the soon-to-be released movie. Think, jump, and battle your way through five acts of three levels for a total of 15 levels. The game takes a "bug's eye view," creating an interesting world to move around in, where water droplets are huge, and blades of grass are like enormous, flat trees. The most interesting thing about this game is the way Flik can grab seeds and sprout them to use for exploration. We're not going to give away the movie's story too much here, but rest assured it's interesting and steeped in children's fables. So watch for this one.
- Created by:** Traveler's Tales/Disney Interactive for SCEA
- Available:** November for PlayStation

75% Complete

A Bug's Life

A Bug's Life is a definite step up from Disney and Traveler's Tales' recent endeavors. Play as Flik, hero of the soon-to-be released movie. Think, jump, and battle your way through five acts of three levels for a total of 15 levels. The game takes a "bug's eye view," creating an interesting world to move around in, where water droplets are huge, and blades of grass are like enormous, flat trees. The most interesting thing about this game is the way Flik can grab seeds and sprout them to use for exploration. We're not going to give away the movie's story too much here, but rest assured it's interesting and steeped in children's fables. So watch for this one.



PlayStation Review

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Fighting
- Special Features:** 6 Characters (Plus 12 Hidden); 7 Modes of Play (Story, Vs., CPU, Training, Group Battle, Link, Slash); Side & 1st-Person Views; Link & Analog Compatible; Over 8 Weapons
- Replay Value:** Moderate
- Created by:** Lightweight for Square
- Available:** Now for PlayStation

Bottom Line:

7.5

Bushido Blade 2

Although the graphics are improved and there are a lot more characters, this game falls short of the original. The first Bushido Blade was known for its gritty realism in battle, where one false move could mean certain doom. Now, the game is centered around a "yin/yang" concept. This reduces the playcontrol into a glorified button masher. Because of this, newbies will have a tendency to last a lot longer against their more experienced counterparts. This would be fine, except that the mastery of each weapon, and the ability to pinpoint mistakes and capitalize on them, was the true payoff in the first Bushido Blade. It is still a good game, but is not nearly as revolutionary as the first.



PlayStation Preview

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Sports
- Special Features:** Over 30 Legendary Boxers Including Ali, Marciano, Louis, etc.; 3 Belts to Win; Motion-Capture by Oscar De La Hoya & Sugar Ray Leonard; Create Boxer; Exhibition, Slugfest, & Championship Modes; Light, Middle, & Heavyweight Belts
- Created by:** EA Sports
- Available:** Now for PlayStation

90% Complete

Knockout Kings

By the time you read this, Knockout Kings should be in stores. This is the first boxing game to come out in quite a while, and features over 30 boxers from past to present, as well as real boxing arenas. From Joe Louis to Butterbean, boxing's most famous (but not the infamous Tyson) contenders are here. With motion-capture by Sugar Ray Leonard and Oscar De La Hoya, the game features real movements captured from some of today's greats. Although we aren't really excited about the gameplay (especially the stiffness of the characters), we are sure that the final product is better than what we have seen so far. Heck, it has to be.





PlayStation Preview

Invasion From Beyond

If Mars Attacks were a video game, it would be Invasion From Beyond (IFB). A satire of 1950s science fiction classics, IFB is packed with several kinds of flying saucers, humorously eerie music, and cartoon-like aliens. Some of the levels include Washington D.C., with sights to destroy like the Washington Monument. Most impressive are the colorful and sharp graphics; plus, the control with the analog is fast and easy to use (the d-pad works rather slowly however). There are 10 ships to pilot and all can be equipped and updated. The downer is that the environments are small and the ceiling on flight is low. Followers of Defender will certainly want to consider putting their faith in Invasion From Beyond.

- Size:** 1 CD-ROM
- Style:** 1-Player Shooter
- Special Features:** Flying Saucers; 10 Spacecraft; Mission-Based Gameplay; Multiple Weapons; Radar; Analog Compatible; Secrets
- Created by:** King of the Jungle for GT Interactive
- Available:** December 23 for PlayStation

60% Complete



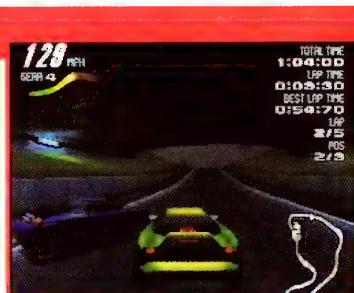
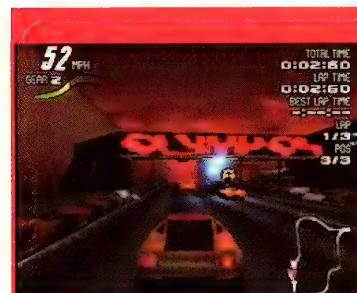
PlayStation Review

Armored Core: Project Phantasma

Fans of the original Armored Core have mucho more to rejoice about. With many new missions, as well as new weapons, cores, and other accessories, Armored Core: Project Phantasma is definitely a treat. Don't buy this game if you aren't willing to log in some serious time to tweak and prepare your AC (Armored Core) for battle. The somewhat arduous preparations are essential. Included along with the missions are 1-on-1 battles with other ACs. Two players can also link together to see who is dominant in battle. With tons of missions and more AC variations than could ever be used, this is a great game for mecha, as well as Battletech, enthusiasts.

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Action/Strategy
- Special Features:** Limitless Combinations for AC Building; Battle for Money to Upgrade Equipment; Arena Battles; Dual Shock & Link Compatible; Memory Card Save
- Replay Value:** High
- Created by:** From Software for Ascii Entertainment
- Available:** Now for PlayStation

Bottom Line:
8.75



PlayStation Review

MotorHead

MotorHead offers beauty and speed, but fails to deliver action. Running at 60 frames-per-second and delivering unbelievable lighting effects, both on the cars and within the environments, MotorHead is a standout in the graphics department, making you want to play. But once you get hands-on, you get bored real quick. The action just isn't there. The CPU is difficult, but the track designs are boring and very narrow, and the vehicles just don't grab you as being anything special. It seems like Gremlin wanted to make a Wipeout on wheels, and it succeeded in the graphics and sound categories, but failed in competition and replay.

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Racing
- Special Features:** 8 Tracks; 10 Vehicles; League Mode & Ghost Racing; Jump & Roll Over Wrecks; Analog Compatible
- Replay Value:** Moderately Low
- Created by:** Gremlin Interactive/DMA Design for Fox Interactive
- Available:** Now for PlayStation

Bottom Line:
6.25

PlayStation Review

- Size:** 1 CD-ROM
- Style:** 1-Player Action/Adventure
- Special Features:** 4-Playable Characters; Weapon & Spell Upgrades; CG Cutscenes; Hand-To-Hand Combat; Motion-Captured Animation; Dual Shock & Analog Compatible
- Replay Value:** Low
- Created by:** Psygnosis
- Available:** November for PlayStation

Bottom Line:

5

O.D.T.

The essential comparison that can be made with O.D.T. is that it is inspired by Tomb Raider. This game has plenty of puzzles, some gunplay, and a bunch of testy jumps. O.D.T. also has an RPG-like system for allocation of weapon power-ups and item usage. All of the aforementioned features are excellent, but O.D.T. really fails in the graphics and playcontrol departments. Numerous instances of texture tearing and drop-out are found throughout the game. These problems make some levels a nightmare to navigate, as the view becomes distorted and inadequate for a game of this style. If you can overlook these problems, you might find some enjoyment playing through as one of the characters, but there is little reason to go any further.



PlayStation Review

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Racing
- Special Features:** 5 Courses with Various Difficulties; 6 Characters (Plus More Hidden); Special Attacks; Power-Ups; 4 Modes With 3 Difficulties
- Replay Value:** Moderate
- Created by:** Blue Shift/Universal for 989 Studios
- Available:** October for PlayStation

Bottom Line:

6

Running Wild

Character racing games are nonexistent on the PlayStation. This game tries to fill the void by racing as one of six different animals, à la Diddy Kong or Mario Kart. Grabbing power-ups and hitting the zippers is the key to winning. The problems? The CPU opponents always have an advantage no matter how perfectly you race. If they are close, they will catch you. Another is the shortness of each track; and then, the way each successive difficulty is merely a rehash using more obstacles and faster opponents. Also, the game is inconsistent regarding collision. Sometimes a small bump will just go under your feet, while other times the same bump will knock you flat. A mediocre title.



PlayStation Preview

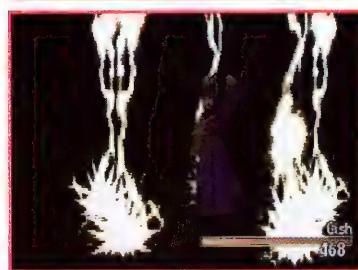
- Size:** 1 CD ROM
- Style:** 1 or 2-Player Action
- Special Features:** Based on the Movie; Dual Shock & Analog Controller Compatible; 2-Player Deathmatch; Password Save
- Created by:** DreamWorks Interactive for Electronic Arts
- Available:** October 27 for PlayStation

80% Complete

Small Soldiers

This summer, Small Soldiers burst onto the big screen. The media blitz was everywhere: Burger King got in on the act, and toys lined the shelves. Now, DreamWorks and EA plan to bring Small Soldiers to the PlayStation, but it may very well be too late. Considering that the movie had little success in comparison with what it cost to make, and that kids are already thinking about other toys for Christmas, Small Soldiers may have missed its window. Whether or not it is any good remains unknown, but let's hope DreamWorks makes the 2-player deathmatch mucho fun and delivers solid playcontrol. It's a cool license that could have a long life.





PlayStation Preview

Brigandine

Many strategy fans (and Saturn junkies) will recall the game Dragon Force. And still more will remember the old favorite Military Madness. Well, imagine a cross between the two, where you command multiple generals engaged in a 3D battle, but use turn-based movement to determine the outcome of the match. Brigandine easily creates this bridge between these two strategy cousins. Big spells top it all off, with nice 3D effects to keep the player occupied visually as well as mentally. With huge 3D battles, very quick loading time, and interesting storylines, this game will be a shoo-in to please hardcore strategy gurus.

- Size: 1 CD-ROM
- Style: 1-Player Strategy
- Special Features: Many Different Monster Types to Control; 5 Different Storylines; 3D Battles; Memory Card Required
- Created by: Atlus
- Available: November 25 for PlayStation

75% Complete



PlayStation Preview

Nectaris

Nectaris is based on the hit TurboGrafx-16 game, Military Madness. Basically, it's the original game plus 32 new campaigns and a construction mode where gamers can create their own scenarios. For fans of the original this game is a must, since it features the original music and brings back memories of long lost battles. For newcomers to the Military Madness craze this game will bring hours of enjoyment. The goal is simple: defeat the vile Guicy army units with your Union army in under 50 turns. Graphically, this game is pure 16-bit (even with the new battle cutscenes and overviews). Luckily, the addictive gameplay will keep you from caring.

- Size: 1 CD-ROM
- Style: 1-Player Strategy
- Special Features: 23 Units; 40 Original Maps Plus 16 New & 16 Legend; Original Music; New Construction Mode; 3D Battle Cutscenes; Memory Card & Password Save
- Created by: Hudson for Jaleco
- Available: November for PlayStation

95% Complete



PlayStation Review

The Unholy War

The Unholy War has moments where it shines as a unique piece of software that charms all who play with engrossing head-to-head action and cool alien characters. But there is also a flip side to the good times. The Unholy War doesn't have the bang it needs in the 1-player mode. Strange, huh? The 2-player game, without question, completely and utterly dominates the 1-player game. If the CPU could talk trash, bang you into the wall, or slam its controller down and reset the game, then maybe, the 1-player game would be as entertaining. Basically, this game is really boring without a friend to beat on. If you are a fan of Poy Poy, You Don't Know Jack, or any other party game, then you'll probably have a blast with this title. It also comes packed with an incredibly short and lame demo of Legacy of Kain: Soul Reaver.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action/Strategy
- Special Features: Turn-Based Strategy & Real-Time Combat Modes; 14 Playable Characters; Purchase & Spawn Reinforcements; Analog Compatible; Includes Kain: Soul Reaver Demo
- Replay Value: Moderate
- Created by: Crystal Dynamics for Eidos Interactive
- Available: Now for PlayStation

Bottom Line:

7.25

PlayStation Preview

- Size:** 1 CD-ROM
- Style:** 1 to 6-Player Sports
- Special Features:** Stars 9 Zany Animaniacs Characters; Bumper Bowling for Youngsters; 3 Different Lanes; Customize Bowlers
- Created by:** Adrenalin/Saffire for ASC Games
- Available:** Late November for PlayStation

70% Complete

Animaniacs Ten Pin Alley

Pinky and The Brain have thought up another devious plan. The Animaniacs have entered into a bowling tournament, but Pinky, The Brain, and the Goodfeathers are out to spoil everything! In Animaniacs Ten Pin Alley, which comes with original video clips of all the Animaniacs in action, everything culminates at the World Domination Alley. The gameplay is almost identical to the original Ten Pin Alley, but a new Bumper Bowl mode, where bumpers occupy the gutters (making a gutter-ball impossible), is a perfect addition for the youngest Animaniacs fans. After each roll of the ball, the Animaniacs respond in different ways. If the shot is good, they'll celebrate. If the shot is bad, they'll roll over in shame. Perhaps the best part about this game is that six players can join using only one controller.



One Liners

Timeshock! Pro-Pinball — PlayStation

Bottom Line: 7.25

This pinball simulation offers realistic play, excellent flipper control, and sharp graphics. Players can choose between 4 different table views, and can even bang the table in frustration. A must for pinball addicts.



Moto Racer 2 — PlayStation

Bottom Line: 6.75

This update has a new track editor, but who wants to create tracks that will be boring no matter what? The gameplay in Moto 2 has deteriorated, and the tracks are weak. The game just isn't very fun.



Cruis'n World — Nintendo 64

Bottom Line: 6.5

Cruis'n World offers the player the option of 12 different vehicles and 14 tracks from around the world. Good graphics and smooth control make this a solid, if not spectacular, driving game. A good gift for the driving fanatic in your life, a good rental for everyone else.



Knife Edge — Nintendo 64

Bottom Line: 3

Knife Edge is like a nightmare from the age of Sega CD. Basically, it's a shooter game where you fly around on tracks blasting enemies by moving the sight onto them and pressing the Z button. For added flair you can unleash a superbomb and choose different routes on each level. Whoopie!



Lucky Luke — Nintendo 64

Bottom Line: 6.5

The control is very simple and Lucky Luke seems to be aimed at a younger audience, but sometimes the game gets a little tricky. Overall, we were impressed by the variety of gameplay elements packaged into this action/platformer. Plus, you can trade in points at the end of a level for 1-ups and/or your password.



Warzone 2100

Bottom Line: 7.25

If you think this is the WWF's new futuristic wrestling game, just look at the pictures. Since Stone Cold is not driving one of those tanks, obviously you are mistaken. Instead, Warzone 2100 is an upcoming real-time strategy game from Eidos. Compared to the rabbit-like reproduction of real-time strategy games for the PC market, the console market has been relatively untouched by RTS developers. With Warzone 2100, the hope may be to impress consumers with huge stats that include over 2,000 units and over 40 missions with interconnecting maps. With essentially one large environment, something built in the first mission could stand until the last mission if not destroyed first by enemy fire.



Pro Bowling — PlayStation

Bottom Line: 7.25

This game is basically the original Ten Pin Alley engine, and includes tons of pro bowling personalities and tournament options, but the "swing meter" was dumbed down for beginners. Nothing new here.



PlayStation Preview

- Size:** 1 CD-ROM
- Style:** 1 or 2-Player Real-Time Strategy
- Special Features:** Over 40 Missions; Unit Design; Linked Campaign Maps; Over 2,000 Units; Skirmish Mode; Experience Points
- Created by:** Pumpkin Studios for Eidos
- Available:** January 1999 for PlayStation

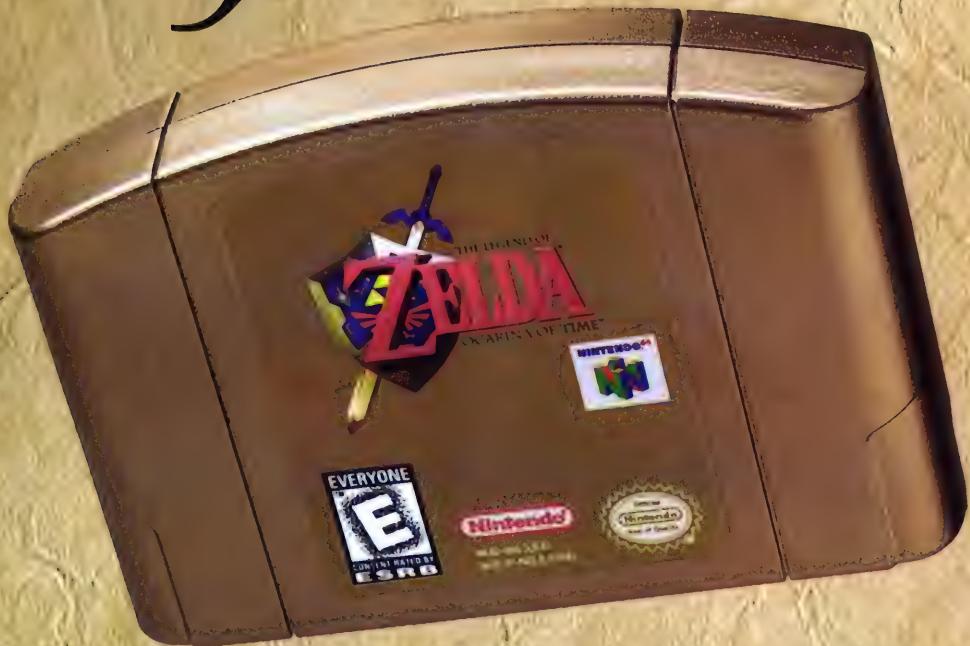
60% Complete

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Ye snooze,
Ye lose.

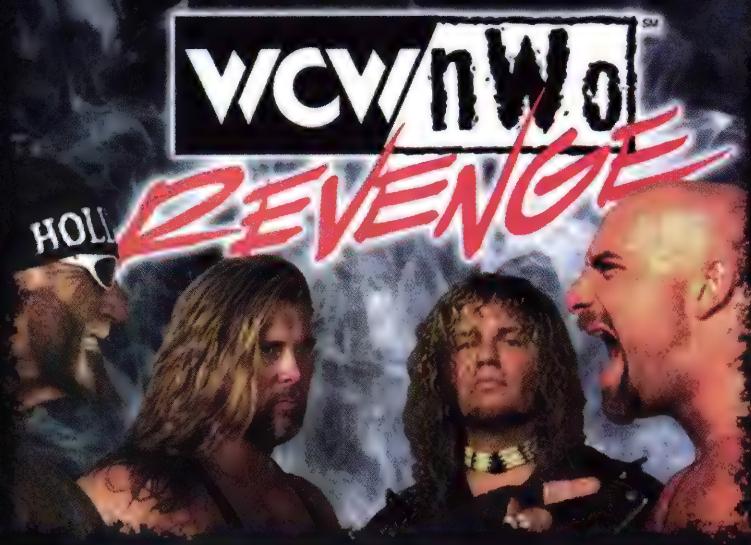


Don't blow thy only chance for a limited-edition gold cartridge:

1. Get thee to a participating retailer starting Oct. 24, 1998.
2. Reserve thyself a copy whilst supply lasts.
3. Rejoice and be glad!!



Zelda. Have ye what it takes?



Play to Perfection

a game master's strategy guide

There are well over 60 wrestlers in *Revenge*, and all of these bad boys have a unique move or two under their belts. This Mini PTP only deals with 18 of the madmen; the 18 we believe to be either the best of the best, or the best examples as to how the moves work. Master these wrestlers and you'll have no problem figuring out the remaining characters.

LEGEND

Special – These moves only work when the Special Meter is maxed out.

A (Short) – Don't hold A for over two seconds.

A (Long) – Hold A for over two seconds.

Tap Analog – Quickly move the Analog Stick in any direction.

Run – Run toward opponent (Down + C).

Behind – Stand directly behind opponent.

Mat – Opponent must be on the mat.

Face Up – Opponent must be on the mat with his face up.

Face Down – Opponent must be on the mat with his face down.

Head – Perform move next to opponent's head.

Legs – Perform move next to opponent's hairy legs.

Out of Ring – Opponent must be out of the ring. However, you must be in the ring.

In Turnbuckle – Opponent must be strung up on the turnbuckle.

goldberg



SPECIAL

- Jackhammer – A (Long), Tap Analog

MOVES

- Spear – Run, B
- Power Slam – A (Short), Down + B
- Riding Punch – (Face Up – Head) A
- Rolling Leg Lock – A (Long), Down + A

raven



SPECIAL

- Even Flow DDT – A (Long), Tap Analog
- Flying Elbow Drop – (Mat), move opponent near turnbuckle, Run

MOVES

- Face Rake – A (Short), Up + A
- Snap Mare – A (Short), Up + B
- German Suplex – (Behind) A (Long), B

sting



SPECIAL

- Scorpion Death Lock – A (Long), Tap Analog
- Scorpion Death Drop – (Behind) A (long), Tap Analog

MOVES

- Jawbreaker – A (Short), Down + B
- Small Package Press – A (Long), Down + A
- Flying Body Press – (Out Of Ring) Run, hold A

buff bagwell

SPECIAL

- Blockbuster – Throw opponent to turnbuckle, A (Long), Tap Analog

MOVES

- Neck Breaker – A (Long), A
- Top Rope Clothesline – A (Long), Up + A
- Target Drop – (Mat – Face Up – Legs) A
- Diving Headbutt – (Mat), move opponent near turnbuckle, Run

ultimo dragon

SPECIAL

- Top Rope Frankensteiner – Throw opponent into turnbuckle, A (Long), Tap Analog

MOVES

- Dragon Sleeper – (from Sleeper Hold) A (Long), throw opponent to ropes, A (Short)
- Asai Moonsault – (Out Of Ring) On the apron press the d-pad towards opponent + A
- Moonsault – Run towards ropes, A
- Missile Drop Kick – Move opponent near turnbuckle, Run

scott hall

SPECIAL

- Outsider's Edge – A (Long), Tap Analog
- Top Rope Outsider's Edge – Throw opponent into turnbuckle, A (Long), Tap Analog

MOVES

- Waterwheel Drop – A (Long), Down + A
- Camel Clutch – (Mat – Face Down – Head) A
- Manhattan Drop – (Behind) A (Long), B



kurt angle



SPECIAL

- 187 – A (Long), Tap Analog

MOVES

- Tequila Sunrise – (Mat – Face Up – Head) A
- Rolling Clothesline – Run, B
- Pile Driver – A (Long), Down + A
- Drop DDT – A (Long), B

hollywood Hogan

SPECIAL

- The Whine – A (Long), Tap Analog

MOVES

- Big Boot to the Face – Throw opponent to ropes, B
- Stinky Leg Drop – (Mat) Move opponent near turnbuckle, Run
- Leg Drop – (Mat – Face Up – Head) B
- Baseball Slide – (Out Of Ring), Run towards opponent, A
- Camel Clutch – (Mat – Face Down – Head) A

giant



SPECIAL

- Choke Slam – A (Long), Tap Analog

MOVES

- Choke Hold – A (Long), Down + B
- Side Slam – (Behind) A (Long), A
- Power Slam – A (Long), Throw

opponent to ropes, A (Short)

- Forearm Chop – (In Turnbuckle) A (Short), B

scott steiner

SPECIAL

- Jam Bam – A (Long), Tap Analog

MOVES

- Steiner Recliner – (Mat – Face Down – Head) A
- Belly to Back Suplex – A (Long), Down + B
- Power Lift Body Slam – A (Short), Down + B
- DDT – A (Long), B
- Elbow Drop – (Mat) Run, B



MOVES

- Crippler Crossface – (Mat – Face Down – Head), A
- Diving Head Butt – (Mat) Move opponent near turnbuckle, Run
- Snap Mare – A (Short), Down + B

Glacier

SPECIAL

- Cryonic Kick – A (Long), Tap Analog
- Knee Drop – (Mat) Move opponent near turnbuckle, Run

MOVES

- European Uppercut – A (Short), A
- Combination – A (Long), B (Note: press Up, Down, Left, Right and B to perform different combo moves)
- Karate Chop – (Mat) B

kevin nash



(Long), A

- Tombstone Pile Drive – A (Long), Down + B
- Atomic Drop – A (Long), Throw opponent to ropes, A (Short)

saturi



SPECIAL

- Jack Knife Power Bomb – A (Long), Tap Analog

MOVES

- Big Boot to the Face – B (Long)
- Running Waist Sweep – A (Long), Down + B
- Avalanche Power Bomb – (In Turnbuckle) A (Long), B
- Big Boot Choke – (In Turnbuckle) A (Long), A

Lex Luger

SPECIAL

- Torture Rack – (Behind) A (long), Tap Analog
- Double Arm Chop – (Opponent standing) d-pad towards turnbuckle, Run

MOVES

- Canadian Back Breaker – A (Long), Down + B
- Flying Clothesline – Run, B
- Kidney Punch – (Behind) A (Short), B

diamond Dallas page

SPECIAL

- Diamond Cutter – A (Long), Tap Analog

MOVES

- Head Butt – A (Short), Down + A
- Shoulder Bashes – A (Short), B
- DDT – A (Long), B
- Back Drop – (Behind) A (Short), A

SPECIAL

- Gargoyle Plex – A (Long), Tap Analog

MOVES

- Rings of Saturn – (Mat – Face Down – Head) A
- Death Valley Driver – A (Long), Down + B
- Super Kick – B (Long)
- Suicide Dive – (Out of Ring) Run towards opponent, A

macho man randy savage



SPECIAL

- Diamond Cutter – A (Long), Tap Analog

MOVES

- Head Butt – A (Short), Down + A
- Shoulder Bashes – A (Short), B
- DDT – A (Long), B
- Back Drop – (Behind) A (Short), A

chris benoit

SPECIAL

- Rolling German Suplex – (Behind) A (Long), Tap Analog
- Spinning Power Bomb – Throw opponent into turnbuckle, A (Long), Tap Analog





WARNING!

This guide may spoil your enjoyment of the game
USE AT YOUR OWN RISK!

Notice! Every level has three variations! This is only an example of one variation. Depending on your previous ranking, as well as what way you go first, the game changes each level, in terms of items and enemy placement/type.

This guide will essentially teach you how to be a master by employing a few key techniques. Also, the guide will show each map and the crucial areas and items. Enjoy!

THE MOVES

Every ninja master has to have a list of moves to take care of business. This game is no exception.

The Action (▲)

The Action Button allows the ninja to use a secondary item. One item has unlimited usage (the Grappling Hook), but the rest are limited. There is the Health item, Grenade, Mine, Poisoned Rice, Colored Rice, Smoke Grenade, Caltrops (Tacks) and Shurikens. Each item has a specialty, but the ones that should always be in the inventory are: Health, Poisoned Rice, Grenades, and Shurikens. The others are tougher to use, but entertaining. Once you have achieved Grand Master, you should know how to use all of these items effectively.

Based on your ranking at the end of each level, you will receive more or less items. Some are rare and unique to each level.

THE ATTACK (■)

The Attack button is pretty explanatory. Use it to smack around the beasts that get in your way. It is also used to do an assassination. Just sneak up behind and BAM! the ninja does his thing. Rikimaru has a 3-hit combo, while Ayame does 5 hits.

THE JUMP (✖)

The Jump has a lot of different uses. Well, OK...only one, but there are so many variations on the standard jump. There's the Long Jump (Up, Up, Jump), the Side Jumps (Dir.+ Jump), and a flip with half-twist (Up, Down, Jump). If you hold the Crouch (R1) Button, you can also roll by pressing the Jump button. Learn the ninjas' limitations, as they will be tested in a tight situation.

THE LOOK (L1)

The Look is so vital. By using the look, you can maintain your position while waiting for an enemy to look away. It also gives you a good way to get a bearing on your surroundings. Plus, it gives you something to do while waiting for the opportune moment.

ITEMS

HEALTH

Refills life back to 100

POISONED RICE

A favorite around the GI office. Toss out some Poisoned Rice and watch an unsuspecting guard go for it. As he shudders, take him out.

GRENADE

The Grenade is fun because it takes a large gathering of folks out in one blast. Just leap in afterwards and clean up what's left.

MINE

Lay a mine out and lure dummies into them! Lots of fun for the whole family. Just be careful to move around the mines.

COLORED RICE

Is your name Ryoga? Are you terrible at reading a map? Then grab the handy Colored Rice. Sprinkle some around to remember where you have been! Great for people with killin', not map readin', on their minds.

SMOKE GRENADE

Use the Smoke Grenade after the regular grenade and move in and out before the fog clears. For the vain ninja.

CALTROPS (TACKS)

If you have too many tailgaters, then just drop some of these handy little items. As the shoeless guys scream in pain, make a U-turn and get busy on them.

SHURIKENS

Every self-respecting ninja has Shurikens. Not some stupid daggers, or needles, or darts, just some good old Shurikens. Use these Shurikens to get a fella's attention.

So now we have that out of the way, right? Let's go over the Ki Meter and how to attack.

KI METER

The Ki Meter is a ninja's best friend. By using this sixth sense, a ninja can tell if there is an enemy nearby, if the enemy can see him or not, or if the enemy is searching for him. The meter has a number range to let you know how close or far away you are from the target (0 being far away and 100 being close). By using this, you can plan each attack more precisely.

Cheats!

Here is a list of cheats that you can use to get ahead in the world of Tenchu. We advise that you not use these unless absolutely necessary, as they truly spoil the game.

Increase Item Capacity to 99

On the Items Screen – Left, Left, Down, Down, ■, ■, ▲, ■ while holding the L1 button.

Unlock All Hidden Items

On the Items Screen – Left, Left, Down, Down, ■, ■, ▲, ● while holding the R1 button.

Increase Item Inventory

On the Items Screen – Left, Left, Down, Down, ■, ■, ▲, ✕, while holding the L2 button.

Restore Health

On the Pause Screen – Left, Left, Down, Down, ■, ■, ▲, ■.

Unlock All Levels

On the Mission Select Screen – Left, Left, Down, Down, ■, ■, ▲, ■ while holding the R2 button.

Enable Japanese Voice-Over

On the Mission Select Screen – Left, Left, Down, Down, ■, ■, ▲, ● while holding the L1 button.

Enable Enemy Layout Selection Screen

On the Mission Select Screen – Left, Left, Down, Down, ■, ■, ▲, ✕ while holding the R1 button.

Enable Ayame Sexy Armor

You must be playing as Ayame. At the item selection screen with armor displayed as an option enter – Left, Left, Down, Down, ■, ■, ▲, ■.

If the command is entered successfully the number of available armor will drop from 1 to 0.

Level 1



The First Level: Punish The Evil Merchant

Number Of Enemies: 26

On this level, you will not need to worry about your opponent that much. If you want to, you can head straight for the boss area. But that wouldn't be any fun. Along the way, be sure to grab the items as located, and stay in the shadows. After beating the hired hand, you'll find the merchant located in the building as marked on the map. Get rid of him and you're on your way!

Level 3



The Third Level: Rescue The Captive Ninja

Number Of Enemies: 24

This level is tough, because it's composed of only two terrains: wide open, and narrow and closed. It is best not to run too far past an enemy who knows where you are. He'll alert others and there will be a large crowd of guys to deal with. So, either remain hidden or prepare to fight a lot. Watch out for the pits, as they mean instant death.

Level 6



The Sixth Level: Infiltrate The Manji Cult

Number Of Enemies: 26

In this level, you will have to find a statue. The location is listed on the map. There are a few items scattered around, but the important thing to remember is that there are lots of places to hide. Knowing this, you can be very patient, as there are many enemies to dispose of. Get them one at a time, or bunch them together and throw grenades into the crowd.

Level 9



The Ninth Level: Reclaim The Castle

Number Of Enemies: 29

This is another tough level, with roof-running enemies to complicate the area. Everywhere else is very closed-in and mazelike. There are not very many items, so stock up before venturing in. You'll learn how well Smoke Grenades work in certain situations. Beware of the ninjas who run on the rooftops. They will climb up after you. Do a lot of backtracking to pick up everything up and kill everyone. There is a tunnel underneath the castle. Check it out.

Level 2

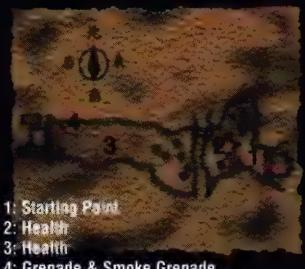


The Second Level: Deliver The Secret Message

Number Of Enemies: 19

The most important thing to remember is that the other ninjas can get on the rooftops as well. Because of this, it is important to learn the layout of the alleyways in-between houses. It makes sneaking behind the ninjas easy. Just head across the bridge and remember to get the item at the specified area.

Level 4



The Fourth Level: Cross The Checkpoint

Number Of Enemies: 23

This level is exclusive to the U.S. version of Tenchu, and probably the toughest one in the whole game. The key is to not be seen. This is easier said than done, however, as there is no cover to hide under and no rooftops to climb on. Head to the higher ground and make it across there. It's a little easier than the low road.

Level 7



The Seventh Level: Destroy The Foreign Pirate

Number Of Enemies: 17

Watch out! These guys have guns! Beware of attacking pairs, as one of the two will often have a gun. Grab the handful of items and head over to the boat, where the boss awaits. The big fat guys with the anchors are very quick.

Level 10



The Tenth Level: Free The Princess

Number Of Enemies: 26

This is it. The final level. Basically it throws everything at you in a row. So, there are a few fire-breathing monks, a few archers, a few dogs, you get the picture. There are wooded and roofed areas, but they are very heavily populated, making it hard to remain unnoticed. Be very careful. Grab the few items you find along the way, and hightail it to the princess and a happy ending!

Level 5



The Fifth Level: Execute The Corrupt Minister

Number Of Enemies: 24

Similar to the First Level, this one has our ninja friends seeking out a minister who has been bought. Be sure to kill the bodyguard by the well first. Then just seek the minister out as shown on the map. Lots of goodies here for the patient ninja.

Level 8



The Eighth Level: Cure The Princess

Number Of Enemies: 18

The most important thing to remember on this level is to be sure not to fall off the side! That said, it will be a little harder to take on the enemies in this level, as the only cover that exists is the occasional tree. Beware, and conserve your rations, as there are demons that aren't very nice at the top.



Xenogears



Strategy Guide

Lahan Town

Search Fei's bed for a quick 200 smackers, and check the barrels next to Fei's room to get 2 Aquasol. Win the rock, paper, scissors game five times to get the RPS Badge, and talk to the old RPS man to get 120 buckeroos.

The hide & seek sidequest is frustrating but in some ways rewarding.

- Go back to the hotel and talk to you know who.
- Go back to the water hole and get the key from the man in gray.
- Return to the hotel. Chit chat with Citan and the nun. Sleep.
- Begin Operation Rescue Margie.
- Go to the tournament. Enter the tent on the right.
- Take Bart to the water hole and enter the pink grate.
- Fight the bosses. Max your AP at 28 and unleash combos. The Wiseman cannot be hit.
- In the waterway look around for items. Climb the piping to get the Golden Nugget out of the fish tank in the restaurant. (Optional)
- Now, maneuver Bart through the water. Here's the solution: Take the waterway passages to the right, right, left, right, left. Now, continually ram your head into the floodgate to open it.
- Maneuver through the castle, and look in the ground floor 3rd bedroom to the left for a new Cobra weapon.
- Free Margie. Confront Ramsas. Don't attack him while he is blocking or you will die. Power up your AP and use combos for both fights.

Citan Uzuki's House

Run around Doc's house until you come to two flower beds. Jump over them so your back is to the house and search. Hidden within the flowers you'll find a valuable Ring. There's also an Aquasol behind a door upstairs.

Bart's Lair

Enter Bart's room and search the box to get an Iron Whip for Bart.



Bledavik (Aveh)

Here's a brief rundown of things to do.

- Talk to the man wearing the funky blue duds standing atop the stairs.
- Enter the hotel and converse with the nun.
- Go to the last booth on the far left and talk to the lady in green. Follow the boy. Pay \$1000 GP for good deed. (Optional)
- Play hide and seek with the lone boy on the stairwell. Receive H & S Badge for finding him four times. His final hiding spot is in a hidden alcove at the far end of the market (you won't see him). (Optional)



Mountain Peak

After you pass by the jumping challenges, you'll come across a Repair Bot. Whatever you do, don't pick the "Can't Trust You" command, since it angers the Bot and forces combat. This battle leads to its permanent destruction, which is bad since you'll need the Bot's assistance after the long boss fights. Exit the cave to the left and be prepared to engage in serious combat. The first fight against the

Wand Knights is really easy. Just watch out for their Power Beam attacks. The second fight is very tricky. First, destroy the red Knight since it throws out the most damage. Then, focus your attention on the blue Knight. Be warned though, big blue is hard to land hits on. You'll have to use combination attacks to destroy it. The last boss, Vierge (Elly's Gear), is pretty easy if your Fuel and HP are

The Skinny

We tried to pack as much information as we could into this tiny guide. We apologize for not showcasing too many images, and for certain areas in the game that we may not have covered. Good luck, and have fun. Xenogears is a remarkable game.

BASIC TRAINING

Multiple Save Slots

Save a lot and onto different files. Why? Because Xenogears loves to throw in nasty challenges right after save points. If you're not prepared, then you may get cornered into a no-win situation that would require you to go back to a previous starting point.

The AP Meter

This meter rocks. Power it up and link the combos in any shape or form you want. Sit back and enjoy. The AP will save your butt throughout the game.

Combos – All of the characters have a ton of combos under their belt. Here are the movements that will work for most of them. Please note: these are all the combos, but not all of them work for every character. Some characters have smaller, or slightly different combo lists.



- Take the stairway up to the second level and talk to the woman and man next to the water hole.
- Return to the hotel and talk with the nun again.
- Move to South Shakhan Square (via the town map).
- Have a Bartweiser Lite.
- Exit north. Leave Bart. Enter Fatima Castle (via the town map).
- Talk to village folk and register for the tournament. Leave. Get Bart.



fairly high. Attack with **X** misses most of the time. Use the combos when they become available and this boss is toast.

Town of Nortune - Rite of Passage Battle

This is the Imperial capital of Kislev. Rico's four tough henchmen are awaiting and eager to spill your blood. The first fight is against Leonardo. He's as easy as his name is lame. The second battle versus Heinrich is a tad tougher, but requires the same basic techniques. The third fight against Vargas is difficult. Every time you attack, he counters with the same force. To beat him, use a single **A** hit. Build your AP to 28, then blast him with your best combo string. The fourth battle is even tougher. Suzarn has two nasty attacks: one drains your EP, the other cuts your HP in half. Achieving victory here may take a few tries. After crawling out of combat, you'll have to face Rico. Don't worry, you cannot win this fight.

After the string of battles, here's the chain of events you'll have to follow. This is how to escape and get Rico.

- Use the stairs and exit to the west. Climb the ladder to the right to get on the roof.
- Trek right, then hop on top of the crates and climb to the observation tower.
- Talk to the man. Head to the bar (base level) and talk to Hammer.
- Head north up the stairs. Walk the street and talk to the guard blocking your path.
- Go back to the bar. Travel north up two stairways and enter the first structure on the left. Talk to Citan, then go back to the guard.
- Enter the Battle Area (via town map).
- Talk to Rue and enter combat.
- After fighting, your Gear will overheat, forcing you back to D-Block.
- Return to the Battle Area and force entry.
- Win two battles, then return to D-Block and bed.
- The next day win two more fights, then hit the sack again.
- Rico will now join your party.
- Finally get back on the roof and enter the newly opened vent.

Central District (Kislev's Government)

Look in the cargo bay basement for Insulated Armor as well as Power Magic. When you meet Sigmund, look in the chest to find Knight Mail, then search the mirror in Sigmund's room for a Memento Locket.

Gear Bay

The gear dock is a serious pain the Gear. There's a ton of easy bosses here followed by a nasty female named Dominia. Her Aerod attack causes anywhere between 100-400 damage. She can also summon a huge gun, the Hecht, that will suck 1000-1500 HP. You'll only have a few turns to destroy this weapon before it blows its load. This fight seems hopeless, but it can be won. Go at Dominia hard. After this fight, Elly will join your party. The next time you face Dominia she won't be so tough.



Repear's Ship

Oh no! It's Bloody! If your party is maxed out on HP, Bloody will kill them all with one swift attack. With this in mind, simply combo Bloody to death. But guess what? There's another boss named Giant Wells... and he's tough! Start out by using a Booster and Frame HP 30 on each character. Giant Wells can only be hurt in one way - by using Bill's mighty **B** attack.



Thames

To the east, walk across the big knife, jump onto the tanks, and open the chest to find the Lunar Rod. In the north you will find a Serpent Whip. Win the card game to get the Goggles. Run into one of the tanks with a chest on top to knock it off, unveiling a Mica. Enter the green door to the southwest and drop through the railing to get a D Circuit.

Zebalm - The Mechanical Dungeon

Two powerful women are here to make your life a living nightmare. First, take out the pink-haired adversary, Seraphita, since she has the least HP. Don't power up your AP. Standard attacks work best on Tolone. Proceed forward, then save when you can because Id awaits. Id is one mean mother. So mean that he'll force you to heal almost every turn. Again, don't charge the AP. Go at him with the normal package.

Igna's Gate Cave

First off, you will have to face Shakhan (let me rock you, let me feel for you). Before you do so, bring Maria and her powerful Gear into your party for this battle. Shakhan can attach to the gate generator, healing his gear for 1000 HP each time. He can also cast the Igna's Storm that hurls 2000 HP of hurt your way. Use a Booster on all of your party members, pray for the best, and use the Attack Levels whenever they come about. The next fight is against Dominia and Kelvena. Simply boosterize your team, and make sure Elly has the Flare Rod, since her other weapons will only heal Kelvena. This fight is like clockwork. Just work them.

Don't take a breather yet, because there are still plenty of bosses awaiting. Both Serafita and Tolone are really easy to defeat. Take down Tolone

first so that the weaker enemy is left. Don't worry, you're not freakin'. You will have to fight Dominia and Kelvena, then Serafita and Tolone again. The only sticker in these fights is that the enemy regenerates completely, and you don't. Use what you can and wax these goons.

WELCOME TO DISC 2

On this new and highly craved disc, the first two boss battles are a real letdown, but the head honcho who's pulling their strings is quite the opposite: Sufal Mass and the Sufs. Don't even bother attacking the four Sufs. If you destroy them all, then Mass will perform attacks that suck away all of your HP. All fire attacks heal Mass, so use your normal moves and combos.

Anima Dungeon

This dungeon is easy to navigate and the enemies within are big wimps as well. The bosses are kind of tricky though. Use a full AP bar to destroy Kelvena first. Otherwise she'll heal all the other members. Destroy Serafita next. Don't use any flame attacks on her. After she falls, take out Tolone with AP attacks. Dominia will become more aggressive once she is the only combatant standing.

Take her out, and all four of these characters will jump into their Gears. Their Gears will then combine and transform into G Elements. Booster your characters and don't use the **X** and **A** attacks since they will simply be blocked. Use Fei's ID to bring up the Infinite Attack Level for 3 rounds. His **X** attacks won't be blocked at this time.

Anima Dungeon 2

Deus is the first boss to run you down. Luckily, the strategy is easy. Don't do anything but heal. Allow Deus to inflict damage on himself. Make sure you have a Frame HP 30 on all of the Gears.

Merkava Central Core

Ramsas has returned, and this time he's a serious pain. His first attack will suck your Gears HP down to 1. Quickly heal then use a Booster, Frame HP 30, and Fei's ID. The next boss is Miang, who happens to be one of the hardest bosses in the game. She only has 25,000 HP, but great armor makes this low number seem infinite. Every time you attack, her armor and magic go up, even on missed attacks. Use the standard equipment (Booster, etc.) to accelerate your team. The ID attacks will help greatly.



Be sure to tune your Gears as often as possible.

HELPFUL HINTS - PASSWORDS - CODES



Pokemon - Game Boy

Find Pikachu - In-between Pewter City and Route 2 lies the Viridian Forest. This quaint tree land is home to Pikachu, the most popular Pokemon around. Finding him won't be easy though, because Pikachu is randomly located within the brush. How do you get him? By engaging in fights. The odds are well against you. Just keep fighting and he'll appear sooner or later. It took us fifteen minutes (or about ten battles) to get this little sucker. Pikachu is extremely rare on both versions of the game. Important Note: Make sure you have a Pokeball before you try this daring event.

Find Sandshrew & Ekans - It's trading time! The Sandshrew is exclusive to the Blue version. And the Ekans is exclusive to the Red version. Both of these critters are located in the fields in Route 4. Both are rare and possess great abilities. The Ekans is poisonous. The Sandshrew features a slew of mighty sand attacks. Could there be a better trading opportunity? We think not.

Find Meowth - You may recognize this critter from the television show. Yep, he's the bad cat. To add him to your ever expanding list, then listen up. Meowth is hidden in the fields around Route 5 and 6 and can only be found within the Blue version of Pokemon. Red owners will have to trade for this rare and extremely popular critter.

"The Rhino"
Toledo, OH



Mission: Impossible - Nintendo 64

Enter these codes at the Mission Selection screen. The phrase "Ah, That's Better" will ring out when the code is entered correctly.

Invincibility - Right Button, Z, Down C, Right Button, Down C

Unlimited Ammunition - Up C, Z, Left C, Z, Left Button

"The VidMan"
Uptown, MN



Cruis'n World - Nintendo 64

Power Level 1 - Obtain at least 8 points in the Championship mode, then go to the Car Selection screen and press Up or Down C.

Alternate Colors - Obtain at least 20 points in the Championship mode, then press the Left or Right Button at the Car Selection screen.

Power Level 3 - Obtain at least 100 points in the Championship mode, then press Up or Down C at the Car Selection screen.

Two-Tone Colors - Obtain at least 150 points in the Championship mode, then press the Left or Right Button at the Car Selection screen.

R6-D3

Mos Espa, Tatooine



F-Zero X - Nintendo 64

All Cars, Tracks, Difficulties - At the Mode Select screen press Left Button, Z, Right Button, Up C, Down C, Left C, Right C, then Start. A chime will ring out accepting this powerful cheat.

Tiny Cars - At the Machine Select screen press and hold the Left and Right Buttons, then press Left C and Down C to shrink the vehicles.

Donnie & Marie Osmond



Street Fighter Alpha 3 - Arcades

First, move your cursor to Karin. Hold it here for five seconds, then move on down to the Random icon. Now, enter the combination for the character you desire.

Unlock Balrog - Hold Start and press any button.

Unlock Juni - Hold Up or Down and press any button.

Unlock Juli - Hold Left or Right and press any button.

Dave Johnson & Him
Chanhassen, MN



Parasite Eve - PlayStation

EX Game - Complete the game then save your data to a memory card. Then, when you start another game, the EX Game will be waiting as a new option at the Title Screen. The EX Game is basically the same, only more difficult. It also includes a new area - the Chrysler Building. This area will appear shortly after Day 2.

"The Hairy Goat Guy"
Prudense, IL



NASCAR 99 - Nintendo 64/PlayStation

Old Farts - Race in Season mode at 50% or greater and place in the top 5 at each of the following tracks to unlock these classic drivers.

Talledega = Davey Allison

Bristol = Alan Kulwicki

Charlotte = Bobby Allison

Martinsville = Richard Petty

Richmond = Benny Parsons

Darlington = Dale Jarrett

Pat Carmelpopcornhead
San Jose, CA



**NFL Blitz – Nintendo 64**

Secret Players – To access these codes go to the Enter Name For Record Keeping screen and input the initials of the player you seek and his or her pin number. The phrase “Lights out, baby” will ring out if the code is entered correctly.

BETH – 7761
BILLZ – 0526
BRAIN – 1111
BRIAN – 0818
CARLTN – 1111
DANIEL – 0604
DBN – 6969
ED – 3246
FORDEN – 1111
GATSON – 1111
GENE – 0310
GENTIL – 1111
GRINCH – 2220

GUIDO – 6765
JAPPLE – 6660
JASON – 3141
JENIFR – 3333
JIMK – 5651
JOHN – 5158
JOSH – 4288
LT – 7777
LUIS – 3333
MARKA – 1112
MIKE – 3333
MITCH – 4393
MONTY – 1836
NICO – 4440
PAULA – 0425
PAULO – 0517
RAIDEN – 3691 (of MK fame)
ROG – 8148
ROOT – 6000
RYAN – 1029
SAL – 0201
SHINOK – 8337 (of MK fame)
SHUN – 0530
SKULL – 1111
THUG – 1111
TODD – 1122
TURMEL – 0322
VAN – 1234
ZZ – 1221

*“The Irish Cream”
New York, NY*

Madden 99 – PlayStation

Enter these codes at the Code Entry screen, then make an identical entry at the Create Player screen. Note: Any attributes work.

Teams

NFC Pro Bowl – BESTNFC

AFC Pro Bowl – AFCBEST

All-Madden – BOOM

All-Time Stat Leaders – IMTHEMAN

60s Greats – PEACELOVE

70s Greats – BELLBOTTOMS

80s Greats – SPRBWLSHUFL

90s Greats – HEREANDNOW

All-Time Greats – TURKEYLEG

75th Anniversary Team –

THROWBACK

NFL Equipment Team –

GEARGUYS

1999 Cleveland Browns –

WELCOMEBACK

EA Sports – INTHEGAME



Tiburon – HAMMERHEAD
Stadiums
EA Sports – EA_STADIUM
Tiburon – OURHOUSE
Cleveland – DOGPOUND99
RFK – THEHOGS
Original Miami – NOTAFISH
Original Tampa – SOMBRERO
Original Oakland – STICKEM
Astrodome – FOR_RENT

DJ Hilliard
Webville, COM

**NFL Blitz – PlayStation**

Secret Players – To access these codes go to the Enter Name For Record Keeping screen and input the initials of the player you seek and his or her pin number. The phrase “Lights out, baby” will ring out if the code is entered correctly.

ALLEN – 7911
AUBREY – 6666
AZPOD – 4777
BERT – 8735
BRIAN – 2221
BYRON – 1969
DAVID – 3456
FRANC – 1221
FRANZ – 8421
GATSON – 1111
JOVE – 6644
JUAN – 6521

*“The British Moacha”
New York, NY*

Ninja – PlayStation

Note: This code was tested on a final beta and may not work on the production version.

Level Select – At the memory card check press L2, L2, L2, R2, R2, R2. Doing this correctly will bring up the words, DELS LEVEL SKIP ON.

*“The Human Torch”
New York, NY*

Tennis Arena – PlayStation

Extra Players – Wait until the Smart Dog logo appears during the intro, then immediately press Up, Down, Left, Right, Start. If entered correctly the word “Yeah” will ring out. After this go to the Player Select screen to find Mishka and Nick.

Extra Court – Go to the Select Court screen and continually press Left until the new Canyon court appears.

Joan
Webville, COM

NFL GameDay '99 – PlayStation

Enter all of these codes at the Easter Egg menu.

Bad Hamstrings – HAMSTRUNG

Big Football – BIG BALLS

Bigger Players – BUNYON

Cheerleaders Show – SLIDESHOW

CPU Big Plays – PRIME TIME

CPU Cheats – MIND READER

CPU Hides Pass Coverage – CON MAN

Credit Names – SPORTS

Credits – CREDITS

Dumber AI – EGG HEAD

Equal Attributes – EVEN TEAMS

European Names – EURO LEAGUE

Extra Difficulty – GD CHALLENGE

Fast Fatigue – WEAK

Faster CPU – CPU SCORES

Flat Players – PLAYING CARDS

Invincible CPU Line – CPU STUFFS

Invisible Players – INVISIBLE

Juiced Endurance – STAMINA

Juiced Running Back – DAVIS

Juiced Speed – COFFEE BREAK

Juiced Stiff Arm – POLE AXE

Juiced Swim Move – SWIMMERS

Last Name Bobo – BOBO

Light Punts – HANGTIME

Louder Noise – BIG HITS

Messy Framerate – ITS IN THE FPS

Mid-Field Celebrations – HOT SHOT

No Penalties – BLINDERS

President Names – PRESIDENTS

Puppet Players – PUPPETS

Small Players – FLEA CIRCUS

Small/Fast Players – POP WARNER

Sticky Hands – STICKEM

Super Field Goals – STEEL LEG

Super Speed Bursts – ROCKET MAN

Television Players – TELE TUMMY

Wacky Game – GRUDGE MATCH

Chris McDonald
aol.com

ACCESS ALLIES

OPERATION: CODE HUNT

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape. Or, if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64

Buck Bumble

NHL 99

Space Station Silicon Valley
WCW/NWO Revenge

PlayStation

Dead In The Water
Duke Nukem: Time To Kill
Kagero: Deception II
Metal Gear Solid
Ninja
NHL 99
NFL FaceOff 99
Rival Schools
Rogue Trip
Tenchu
The Unholy War
Wild 9

Game Boy

Pokemon Red & Blue

Arcade

Dynasty USA 2
Gauntlet Legends
NFL Blitz 99

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Specialized ASCII

Stick

ASCII Arcade

Stick

Enhanced ASCII

Pad

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Mach 1

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ASCII Saturn Stick

Super NES

ASCII Pad SN

Super Advantage

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Pad

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NFL Blitz – Nintendo 64/PlayStation

Cheat Codes – These codes must be entered at the Versus screen. After changing all of the icons hit the analog or directional pad in the required direction. Example: To enter Super Field Goals (1, 2, 3, Left) press Turbo, Jump x2, Pass x3, Left.

Allow Out of Bounds – 2, 1, 1, Left

Big Heads – 2, 0, 0, Right

Big Football – 0, 5, 0, Right

Clear Weather – 2, 1, 2, Left

Fast Turbo Running – 0, 3, 2, Left

Faster Passes – 2, 5, 0, Left

Fog On – 0, 3, 0, Down

Headless Team – 1, 2, 3, Right

Hide Receiver Name – 1, 0, 2, Right

Huge Heads – 0, 4, 0, Up

Hyper Blitz – 5, 5, 5, Up

Infinite Turbo – 5, 1, 4, Up

Invisible Ball – 4, 3, 3, Up

Invisible Receiver Highlight – 3, 3, 3, Left

Late Hits – 0, 1, 0, Up

Night Game – 2, 2, 2, Right

No CPU Assistance – 0, 1, 2, Down

No First Downs – 2, 1, 0, Up

No Heads – 3, 2, 1, Left

No Interceptions – 3, 4, 4, Up

No Play Selection – 1, 1, 5, Left

No Punting – 1, 5, 1, Up

No Random Fumbles – 4, 2, 3, Down

Power-Up Blockers – 3, 1, 2, Left

Power-Up Defense – 4, 2, 1, Up

Power-Up Offense – 3, 1, 2, Up

Power-Up Speed – 4, 0, 4, Left

Power-Up Teammates – 2, 3, 3, Up

Rain – 5, 5, 5, Right

Show Field Goal % – 0, 0, 1, Down

Show More Field – 0, 2, 1, Right

Smart CPU Opponent – 3, 1, 4, Down

Snow – 5, 2, 5, Down

Super Blitzing – 0, 4, 5, Up

Super Field Goals – 1, 2, 3, Left

Team Big Heads – 2, 0, 3, Right

Team Big Players – 1, 4, 1, Right

Team Tiny Players – 3, 1, 0, Right

Thick Fog On – 0, 4, 1, Down

Tournament Mode – 1, 1, 1, Down

Turn Off Stadium – 5, 0, 0, Left

Thomas "Tickle Me" Telmedo
Las Vegas, NV

TOCA Touring Car Championship – PlayStation

Cheat Mode – Enter these codes at the Name Entry screen.

Bonus Vehicles – CMGARAGE

All Tracks – JHAMMO

No Tracks Unlocked – CMLOCK

Unlock Volcanic Track – CMDISCO

Disable Collision – CMNOHITS

Weapons – TANK (use horn to fire)

Kart Mode – CMCHUN

Booster Mode – XBOOSTME

Increased Traction – FLEXMOBILE

Increased AI – CMMAYHEM

Wacky Background – CMTOON

Star Background – CMSTARS

Distance View – CMCOPTER

Far View – CMMICRO

Under Cam – CMUPSIDE

Wacky Cam – CMFOLLOW

Wacky Rain – CMRAINUP

Big Mitz – CMHANDY

Low G – CMLOGRAV

Command & Conquer: Red Alert Retaliation – PlayStation

Cheats – During gameplay highlight the sidebar and use the button icons to enter the codes below. Note: You must use (cancel) to get these to work.

Win Mission – ●●▲××■

Lose Mission – ●×●■■■■

Unshroud – ▲▲●●▲■

More Money – ××■●●●●

Parabomb – ××●●●■

Nuke – ●×●●●■

Chrono – ■●▲×●●●

Iron Curtain – ■■●●●▲●

Civ Names – ■■●●●▲●

Soylent Green – ■●■■■■■■



Batman & Robin – PlayStation

Enter this code at the Title Screen. Note: There are no codes available that will actually make this game good. Sorry.

Invincibility – L1, R2, R1, L2, Select, *, ●

Pink Male GI Bot 65-D4726
Eden Prairie, MN

"The Rhino"
Toledo, OH

Ant Missions – Beat the game once, then set the Difficulty to Hard. Select Campaigns, and then England as your territory. All the troops will be ants.

"The Rhino"
Toledo, OH

DO NOT ENTER

ATTENTION!

The codes below only work with InterAct's GameShark enhancer attachment.

GAME SHARK VIDEO GAME ENHANCER

Bomberman Hero – Nintendo 64

Infinite Lives –
80165243 0009

Infinite Health –
80165244 0004

Extra Gems –
d0165241 0000
80165241 004b

Full Bomb Power –
8016523f 0003

NASCAR 99 – Nintendo 64

1 Lap Races –
800438b3 0009
d021fbab 0000
8021fbab 0008
d022359b 0000
8022359b 0008

Iggy's Reckin' Balls – Nintendo 64

Infinite Credits –
800bdea5 0005



Mega Man Legends – PlayStation

Infinite Zenny –
800c1b2c 423f
800c1b2e 000f

Infinite Health –
800b521e 00c4

GT 64 – Nintendo 64

Always Place 1st –
801608d8 0001

All Races 1 Lap –
8015fc35 0001

Kartia – PlayStation

Quick Level Up –
d005ccf6 0001
800c4038 0063
d005ccf6 0001
800c403a 2404

Infinite Silk –
8005c788 03e7

Infinite Mithril –
8005c78a 03e7

Infinite World Tree –
8005c78c 03e7

Start With Silver Spears –
3005c899 0063

Start With Royal Spears –
3005c8a3 0063

Start With Diamond Spears –
3005c8a8 0063

Start With Vajura –
3005c8bc 0063

Start With Pinaca –
3005c8c1 0063

Start With Doll Crusher –
3005c8c6 0063

Start With Lizauro Lance –
3005c8d0 0063

Start With Tridents –
3005c8df 0063

Start With Demon Rods –
3005c902 0063

Start With Kerykeion –
3005c934 0063

Start With Thyrus –
3005c939 0063

Start With Magic Swords –
3005c7c2 0063

Start With Polypen Blades –
3005c871 0063

Start With Nagamitsu –
3005c876 0063

Spyro The Dragon – PlayStation

Infinite Lives –
8007582c 0009

Infinite Health –
80078bbc 0003

Infinite Lives –
(Crash Warped Demo) –
800aaeb0 6300

Parasite Eve – PlayStation

Extremely Important Note: Do not change weapons during combat or the game will freeze.

Maximum AT Points –
800b8a30 ffff

Infinite Health –
800b8a2c 03e7
800b8a3c 03e7

Quick Level Gain –
8009cf8 0fff

Start With SMG –
d00a76bc 03e8
800c0e50 0067

Maximum Item Slots –
800c0e0c 0032



Command & Conquer: Red Alert Retaliation – PlayStation

Infinite Funds for Allies –
d0010124 0000
8002a3d4 ffff

Infinite Funds for Soviets –
d0010124 0000
8002a798 ffff

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NFL Blitz

NFL GameDay '99

Parasite Eve

Pokemon

Spice World

Spyro The Dragon

Street Fighter Alpha 3

Tennis Arena

TOCA Touring Car Championship



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NINTENDO

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SONY

900-933-SONY(7669)

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Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.

CLASSIC GAMES

gaming from the past to the present

Golgo 13: Top Secret Episode - NES

Level Select - After the helicopter demo ends, enter this sequence as soon as you see Golgo's eyes. Press **START** on Controller #1, then hold **LEFT+UP+A+B** on Controller #2 while you press **UP, A, B, START** on Controller One.

Final Fight - SNES

On the title screen press and hold the **Left** and **Right Buttons**, then press **Start**. The screen should turn to a haze of blue. Now you will be able to pick how many lives you want. This code also will give you a sound test and a difficulty setting to mess with.

King of Dragons - SNES

Play until you have one continue left. At the continue screen press **Start** on Controller #2, then **Start** on Controller #1, before time runs out. After you enter this code you should have 99 continues.

ESPN Hockey Night - Genesis

Enter these codes at the main menu. If entered correctly you'll hear the roar of the crowd.

Extra team: L, R, C, A, B, B

Brutal menu: C, R, B, R, C, R

Pong: B, C, C, C, U, D

Octopong: A, C, B, U, R, U

Comix Zone - Genesis

Invincibility - Go into the Options and place your cursor on Juke Box and hit **Start**. Once inside go to track 3 and press **C**, then **12+C, 17+C, 2+C, 2+C, 10+C, 2+C, 7+C, 7+C, 11+C**. After entering the code start a game and enjoy the true feeling of superhero power.

Level Skip - Once again go to the Juke Box and hit **Start**. Go to track 14 and press **C, 15+C, 18+C, 5+C, 13+C, 1+C, 3+C, 18+C, 15+C, 6+C**. Now exit this menu and start the game from whatever level you want.

Venom & Spider-Man: Separation Anxiety - Genesis/SNES

On the sixth day of Christmas Acclaim brought to me, Separation Anxiety! Five special moves, four stinkin' levels, three difficulty levels, two playable characters, and a spider in a pear tree! To access these cheery level codes simply input the one you desire at the Password Menu.

Level 1: **DCCPMH**

Level 2: **MDRKJP**

Level 3: **STSPPC**

Level 4: **QPMJCV**

EarthBound

Availability: Common

Replay Value: Moderate

Similar Games: Chrono Trigger (SNES), Super Mario RPG (SNES), Final Fantasy II & III (SNES), Lufia (SNES)

Created by: Ape for Nintendo

Access Tip: There's a special package of Earthbound that contains a strategy guide. It can be extremely helpful.

Overall: 8

Earthbound is actually a translation of the Japanese RPG, Mother 2. The N64 sequel has been in the works for quite some time. This 16-bit RPG is easily overlooked, partly because of the childish-looking graphics, but also because the 1995 EarthBound release was overshadowed by the highly acclaimed Chrono Trigger (released the same year). However, RPG fans who discover EarthBound find the modern-day story of a boy saving the world. Players soon realize this RPG is entertaining and a nice change from the medieval or sci-fi themes that characterize so many other RPGs. Items like the trusty ATM Card, and Pair of Dirty Socks, are just some of the items the party of four will discover throughout the quest. While certainly not the caliber of Square Soft's RPGs for the SNES, EarthBound is original and highly entertaining.



classic codes

REMEMBER...
THE PAST

INXS: Make My Video

Availability: Uncommon

Replay Value: Low

Similar Games: Make My Video by Marky Mark & by Kriss Kross (SGCD), Night Trap (SGCD), C & C Music Factory (SGCD)

Created by: Digital Pictures for Sega

Access Tip: To view the hidden footage ("The Annals of Digital Pictures"), at the U-Direct screen press **A, B, C, Right**. Press **Start** when the video rolls.

Overall: 6

Not that this game (if you can call it that) is really spectacular, but when it released in 1992 Sega was looking for diversity in its software lineup for the then brand-new Sega CD. Having INXS in the mix of the Make My Video series served the market far better than the one-hit wonders Marky Mark and Kris Kross (even though INXS's popularity was waning around the time of this game's release). Since then, there hasn't been anything like this on the consoles. The play was set up in two different sections with the Edit Challenge being the heart of the interactivity. Here you have to listen to various people (including some flirtatious girls) and look for essential images that must be shown in the video. Then, it's off to the studio where you have three video feeds to select from, as well as 30 goofy video effects. The second mode, U-Direct, is the same, but you don't have to listen to anybody. There are three INXS tracks to make videos with, including the hit single "Not Enough Time."



Wizards & Warriors

Availability: Common

Replay Value: High

Similar Games: Act Raiser Series (SNES), Demon's Crest (SNES), Ghost & Goblins (NES), Forgotten Worlds (SG)

Created by: Acclaim

Access Tip: Perfect the platform jumping; it's the only way to keep your sanity.

Overall: 8

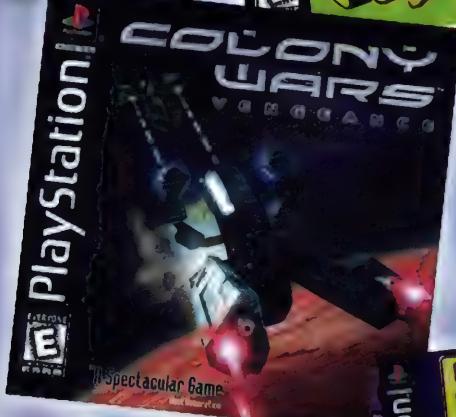
As the initial stages of platforming and fighting frustrate you to the point of almost throwing this game in the garbage, it's easy to forget the elements of action/adventure this title does so well. Yes, the learning curve is very steep for Wizards & Warriors, but the payoff is some wickedly good playtime. This game's value does not lie solely with the gameplay, since the game box has some interesting, yet humorous, artwork that may also be of value to some. The year was 1988/89 and Acclaim launched a Wizards & Warriors print and television campaign starring the then unknown romance coverboy, Fabio. Yes, the guy who now peddles margarine is one tough warrior, but the game would be too challenging for that Italian stallion. We know that some may scorn this title, but you won't find many avid NES players who don't have something to say about it.



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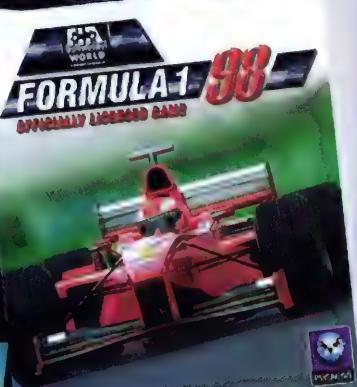
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